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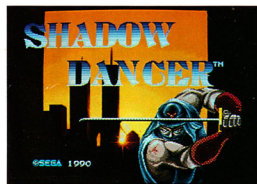
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GAME

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THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT



THE SECRET OF SHINOBI
FOR SEGA GENESIS

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S.C.A.T.
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TEENAGE MUTANT
NINJA TURTLES
NEW MOVIE!



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USA: Ali's well at the dojo, until Marion is kidnapped.



JAPAN: Something mysterious is happening in the Land of the Rising Sun.



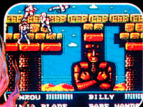
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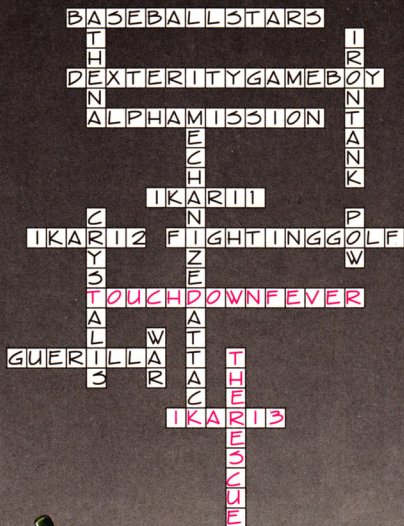
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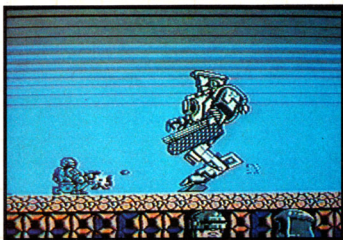


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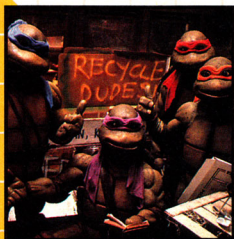
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meets magician.



Bogus! Dude
meets monster.



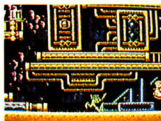
Take to the
air, dude!



Whoa! Life's
a beach.



Awesome! Dude
goes underground.



Tubular! Totally
weird war.



The EDITOR'S VIEW

We're excited about the way videogames are evolving. Despite what some critics say, there's more and more evidence that game designers are making a real effort to try new approaches and explore new territory.

It's important to point this out, because software trends are often overlooked when there's lots of hype about hardware. Of course, the hardware news is exciting, too, especially with Nintendo's 16-bit videogame system coming to the American market this fall. But hardware is only half the story. It doesn't make much difference whether you've got an 8-bit, 16-bit, 32-bit, or 64-bit system if the games are dull and boring. More bits don't automatically mean more fun. We'd rather play a dynamite game on an 8-bit system than a lame game on a 16-bit system.

For instance, a few weeks ago I noticed our game testers playing a shooter that had outstanding graphics and two-player simultaneous action. For a moment I thought it was running on a 16-bit Sega Genesis or NEC TurboGrafx-16. But it was an 8-bit Nintendo game!

A closer examination revealed the unavoidable clues — there was some minor flickering, and the graphics weren't quite as sharp as those on 16-bit systems. Still, it definitely featured better graphics and game play than some 16-bit games we've seen.

By the way, the game is called *S.C.A.T.*, and it's reviewed on page 82 of this issue.

Equally interesting, though, are the efforts of videogame designers to move in new directions. We were thrilled this month to review the first true flight simulator ever made for a home videogame system. Unlike all previous flight games (*Top Gun*, *Stealth ATF*, *Afterburner*, *Air Diver*, and others), this one gives you complete freedom to perform nearly all of the same maneuvers as real pilots. You can climb, dive, loop,

roll, turn, circle, and even crash into the ground. You aren't limited to "flying" on a predetermined course over preprogrammed filmstrip scenery.

Amazingly, this breakthrough videogame is on a hand-held system — the Atari Lynx! It's called *WarBirds*, and you can read about it on page 46.

Another innovation is NEC's *Magical Dinosaur Tour* for the TurboGrafx. Strictly speaking, this isn't a videogame; it's actually the first educational product for NEC's TurboGrafx-CD player. But that doesn't mean it isn't fun. *Magical Dinosaur Tour* is like having a whole encyclopedia of prehistoric lizards on your TV. You can call up pictures, descriptions, and fascinating facts, and even view short animated cartoons of dinosaurs in action. See this month's "Turbo Players" column on page 43.

We're noticing that more computer games are being translated into videogames, too. Computer game designers can be more inventive, thanks to the large amounts of computer memory they have to work with and the more experienced players they serve. But today's videogame translations don't have to be chopped-down, crippled versions of computer games.

A good example is *Nobunaga's Ambition II*, reviewed on page 72. "NES players are getting virtually the same game for their money as computer gamers," says Senior Writer William R. Trotter, who wrote our review. "In fact, it's easier to play with the NES controller than it is with the clunky keyboard commands of the PC version."

Another computer game translation we're looking forward to reviewing is Nintendo's *Sim City*. Versions are coming out for both the 8-bit and 16-bit Nintendo systems. What's so much fun about managing the growth of a metropolis and coping with modern urban problems? Well, just ask anyone who's played the original computer version from Maxis Software. *Sim City* is surprisingly addictive and more than a little educational.

These are just a few examples of the engaging new videogames coming out this year. Many more will follow. The critics who say videogames are all alike just aren't paying attention.

Tom R. Halfhill
Editor, *Game Player's*

GP

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up to me to stop 'em. I've gotta spraypaint things, get radical on my skateboard, and in general
behave like a nuisance, man. It's a good thing I've got the rest of the Simpsons to help me out.

So if you're a decent person, a patriot, save the Earth! ***Buy this game!***



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May 1991

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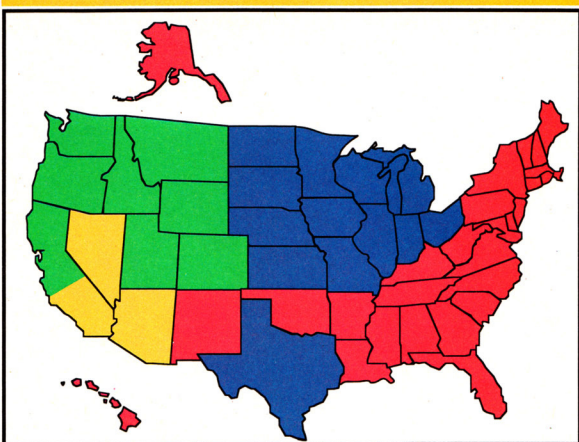
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So is that blue-hooded hell raiser, Cobra Commander.*

But you can help squash this terrorist and his boys, with the new G.I. Joe Video Game for the Nintendo. Your mission: lead Snake Eyes, Blizzard, Duke, Captain Grid-Iron* and Rock & Roll* in do-or-die combat against Cobra Commander and the COBRA* forces.

Choose your G.I. Joe character, your weapons and start blasting your way through Antarctica, the Sahara, the jungle, and worst of all, the sewers of New York. Get to level six, get Cobra Commander, and it's mission accomplished. Of course, your first mission is to get the new G.I. Joe Video Game.

TAXAN



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Maniac Mansion

In *Maniac Mansion* for the NES, how do you get the lead grate open in the pantry? How do you get gasoline for the chainsaw? What's the combination to Aunt Edna's wall safe? What's the radio used for? Can you publish a book?

Thank you for any help you might give me.

John Morken
Minnesota

Use the Hunk-o-Matic to build up your muscles so you can lift the grate. But don't bother to look for gasoline — a chainsaw is a tool, not a toy, and it isn't appropriate for a videogame.

Look through the telescope in the



observatory to find the combination to Edna's wall safe. You don't need the radio — you need the batteries inside to make the flashlight work. And finally, yes, you can publish a book. Watch TV for instructions.

Robocop

I'm at a standstill in *Robocop* for Nintendo. I've tried everything I can think of, but I can't seem to get the mayor at City Hall in level 2. Can you tell me the trick to getting him?

Michael Abenante
New York

First, stay on the left side of the screen and duck under the assassin's fire. Stand up between his shots to fire a couple of shots of your own. Don't move — he'll eventually come to you, making things much easier. (For more hints and tips on Robocop, see our Nintendo Game of the Month feature in the February 1990 issue of Game Player's.)

Quick, turn the page!

Dragon Warrior

In *Dragon Warrior* for the NES, what are the three sacred items, and how do you defeat the Dragonlord?

Jeremiah Bird
West Virginia

The three sacred items are the Staff of Rain, the Stones of Sunlight, and Erick's Token. To defeat the Dragonlord, you should be at experience level 20 — at the very least. Don't try to use any magic against him. Fight him instead.

Shadowgate

My brother and I just rented *Shadowgate* for the NES. Could

you tell us how to get the gold coin to pay the troll?

Kelly and Charles Reynolds
Virginia

The troll doesn't deserve any of your money — pay him with a blow from your spear instead. A well-placed hit will send him reeling down into the chasm, and you'll be able to pass safely. However, the next time you want to cross, he'll be back. Then you must use a certain magic spell to move as fast as the wind.

Wonder Boy III

In *Wonder Boy III* for the Sega Master System, I start the game by using the password 3YGU-PYZ-ZY7K-NRR. In the first

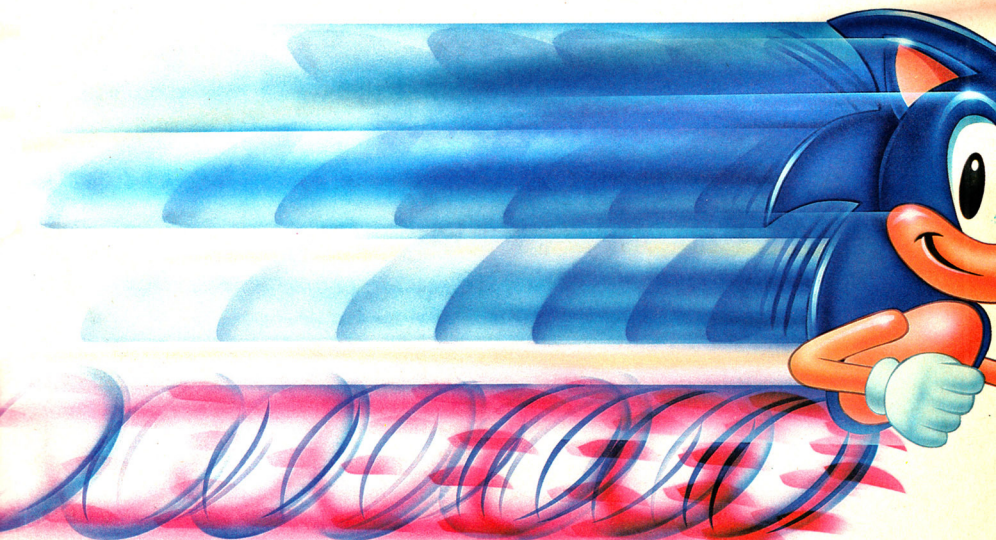
building in town in which you have to use a key are a couple of doors that lead to the dragon bosses of each stage — except for the vampire dragon.








How can I find the vampire dragon, and also the salamander cross, without starting from the very beginning?

Jay Bueno
Texas

You've stumbled onto a good tip, but we should mention that you must have 99 charm stones for this trick to work.

The door to the vampire dragon is on the platform directly above the screen on which you start the stage. To find the door, enter the room that requires a key, then go from there to the platform. The door is invisible, so to find it you must stand at the far left





and push upward on the control pad. You'll get the salamander cross after beating the vampire dragon.

Les Manley

I've purchased the computer game *Les Manley in: Search for The King*. I was wondering how to get the keys from Mr. Burnbaum's desk. I always get caught with his floor trap.

Chad Hostetter
Virginia

You're getting caught by the floor traps because you're asking Mr. Burnbaum the wrong questions. Ask him only one thing — to give you a raise. Then he'll ask Stella for your personnel file. When she comes into

the office, she'll bend over to get the file. While Mr. Burnbaum's eyes are on Stella, grab the keys from his desk. (For more hints and tips on Les Manley, see our Computer Game of the Month feature in the October 1990 issue of Game Player's.)

Batman

Please help me with *Batman* for the Game Boy. I can get to the Joker, but I can't get past him. Is there any weapon that works best?

Andrew Stahlhut
Missouri

The Joker can be tricky. But if you'll look closely, you'll notice that he follows the same pattern that Jack did. Just use the same technique once again.

Monkey Island

I asked for the computer game *The Secret of Monkey Island* for Christmas, but now I'm stuck. I met this guy named Smirk, and he told me to practice sword-fighting and come back to see him. When I come back, he's not there.

Also, what do I do with the map the citizen of Melee gave me? And what do you do with the safe in the general store? And how do you find Stan? Please help me.

Bradley Wagner
North Carolina

You don't really have to return to Smirk. Once you've become a skilled swordsman—and that means having a return to every insult the pirates

You just missed him!



throw at you — you're ready to take on the swordmaster of Melee Island. Follow the storekeeper to the swordmaster's secret cabin.

Use the map to find your way to the lost treasure. Those dance steps are actually directions to follow in the woods. You have to break into the safe when the shopkeeper is out and steal a letter of credit. Stan is easy to find — look for him in the used-ship yard.

Shadow Dancer

In *Shadow Dancer: The Secret of Shinobi* for the Sega Genesis, is there a way to get more lives or more power at the beginning?

Ho-Ghan Liu
Washington

There's an even better way to master the game. When the title screen appears, hold down buttons A, B, and C and press Start. You'll get an extra selection on the options menu — the ability to practice on any screen.

Super Hydlide

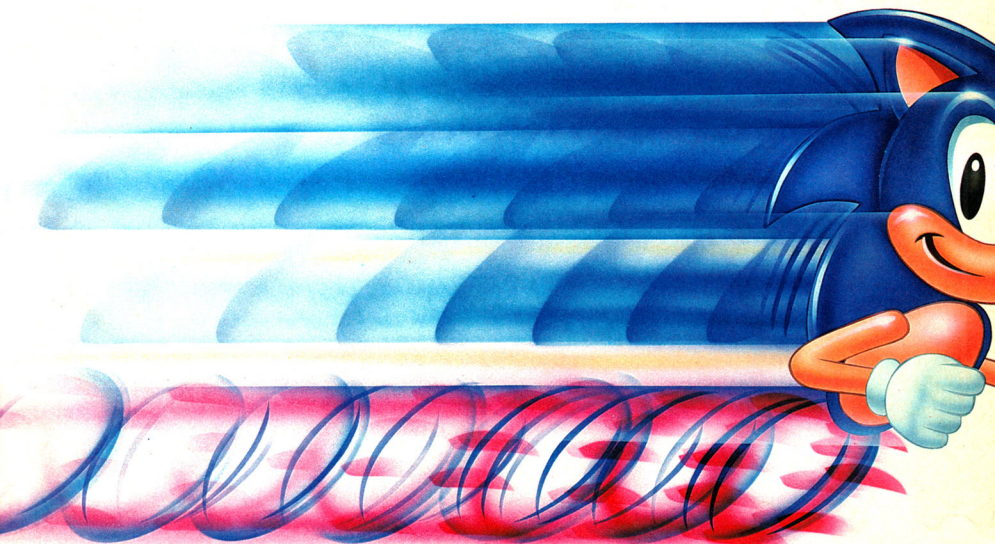
In *Super Hydlide* for the Sega Genesis, where do I use Jaem's scroll? Where is the seal with the valuable statues?

Mike Rodriquez
New York

Use Jaem's scroll at the large lake to raise a castle from beneath the water. Don't worry about the seal — it's there for atmosphere, and isn't really important for beating the game.

Do you have any questions about your favorite videogames or computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429. Due to the volume of mail we receive, we regret that we cannot reply individually by mail to game questions.

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PLAYER'S

WORLD



THE TURTLES ARE BACK!

Tom R. Halfhill

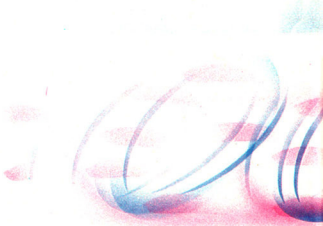


Donatello, Leonardo, Raphael, and Michelangelo return to the screen in *Teenage Mutant Ninja Turtles II: The Secret of the Ooze*.

Who would have guessed that four overgrown, street-fighting, pizza-eating turtles could become so popular? Yet they've already starred in their own comic books, a Saturday morning cartoon show, a full-length movie, an arcade game, two Nintendo videogames, and a Game Boy adventure.

Now their second movie is appearing in theaters nationwide: *Teenage Mutant Ninja Turtles II: The Secret of the Ooze*. And this time the turtles face an enemy who has discovered the source of their secret power!

You have to be faster than that!



The cast of characters in *The Secret of the Ooze* will be familiar to Ninja Turtle fans. There are the four turtles, of course: Donatello, Leonardo, Raphael, and Michelangelo, who live deep within the sewers of New York City. Their ninja master is Splinter, a four-foot talking rat. Their best friend is April O'Neil, a beautiful TV newscaster. And their archenemy is Shredder, who was soundly defeated by the turtles in the first movie.

But Shredder didn't die. In *The Secret of the Ooze*, he emerges from a garbage dump, broken and bruised but alive. To seek revenge against the turtles, he reunites with The Foot, a gang of teenage thieves. By planting a spy in April's camera crew, they discover the secret of the turtles' power. Fifteen years earlier, a chemical ooze accidentally spilled on four ordinary baby turtles, transforming them into the Teenage Mutant Ninja Turtles. The same ooze also spilled on a sewer rat, mutating him into Splinter.



Splinter, the mutant-rat ninja master, is played by Emmy Award-winning puppeteer Kevin Clash.

After a terrific battle, The Foot thugs manage to steal the last canister of ooze and deliver it to Shredder. Now Shredder can create mutant creatures as powerful as the Ninja Turtles!

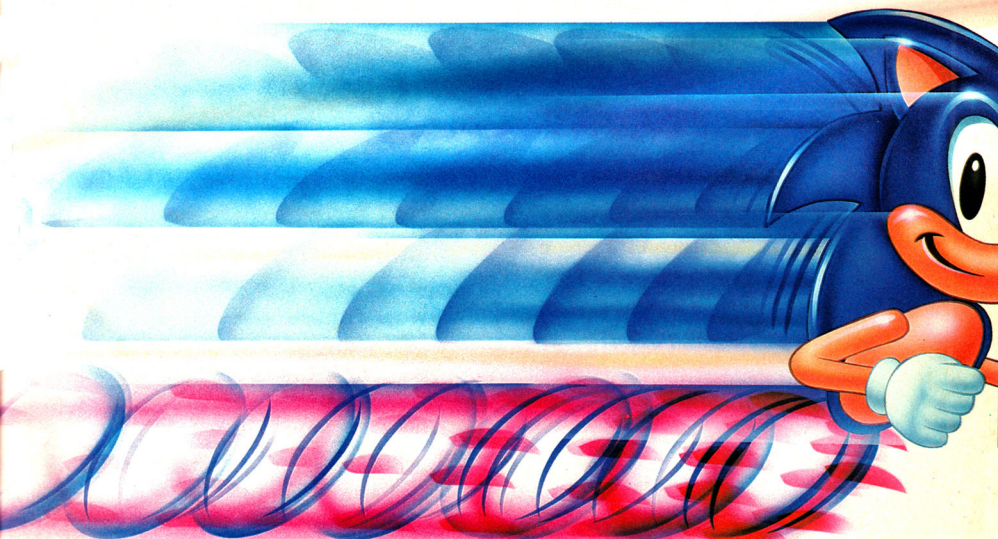
You may recognize some of the stars in *The Secret of the Ooze*. The scientist who invented the mysterious ooze is played by David Warner, who has appeared in more than 50 movies, including *The Omen*, *The Man with Two Brains*, *Time Bandits*, and *Time after Time*.

Keno, a pizza delivery boy, is played by Ernie Reyes Jr., who in real life has a third-degree black belt in the martial arts. Reyes was a stuntman in the first *Ninja Turtles* film and has also appeared in such movies and TV shows as *The Last Dragon*, *Red Sonja*, *Sidekicks*, *Highway to Heaven*, *MacGyver*, and *Circus of the Stars*.

April O'Neil will be played by a different actress this time: Paige Turco. Picked from more than a hundred hopefuls, Turco stars in the daytime drama *All My Children* and previously played in *The Guiding Light*. Her first ambition was to be a ballet dancer, but an unfortunate ankle injury made her turn to acting.

If *The Secret of the Ooze* is as successful as the first turtles movie, it probably won't be long before it's turned into another hit videogame!

GP



PLAYER'S WORLD



FACE TO FACE... WITH "THE PARTY"

Jason R. Rich

Albert Fields, Deedee Magno, Chase Hampton, Damon Pampolina, and Tiffini Hale all have at least three things in common: They're extremely talented, they love to play Nintendo, and they know how to party!

As members of The Party, the 15- and 16-year-old singers have released a new album that combines rap, hip-hop, rhythm and blues, rock, funk, and soul. With hits such as "Summer Vacation," "I Found Love," and "Walking in



From left: Deedee, Damon, Chase, Albert, and Tiffini.

the Rain," the group is currently on a national tour with Vanilla Ice. While on the road, the group

members admit they spend many hours playing Nintendo and Game Boy.

If their faces look vaguely familiar, it's probably because they were original cast members on the new "Mickey Mouse Club" TV show. Now they're making the transition to Top 40 recording artists — not an easy task.

"Making the transformation from working on the 'Mickey Mouse Club' to recording an album was very scary," says Tiffini.

Okay, who's the wiseguy that hit pause!

Sonic The Hedgehog™ is coming soon. He's the fastest video character you've ever laid eyes on. And he's only available on the 16-bit Sega Genesis™ system. If you want to catch him you'd better hurry. He's going to be moving incredibly fast.



"When we recorded the album, we got to work with Debbie Gibson, Jellybean Benitez, and other famous people who worked as producers and writers for some of our songs. After we recorded the album, I totally flipped when I saw one of our songs listed on *Billboard's* charts." (*Billboard* is a trade magazine for the music industry.)

Damon adds, "The thing I like best about The Party is that we're all individuals. We're like a 'United Colors of Benetton' ad. We're all just regular teenagers who are working hard and having lots of fun. The key to success is to decide what to do, and go for it!"

When The Party is on tour, they travel in two special buses, says Tiffini. Each bus is equipped with Nintendo systems and Game Boys. "The guys have *Tecmo Bowl* championships in one bus, and us girls play *Super Mario Bros. 1, 2, and 3* in the other bus. I have saved the princess many times. Deedee and I live on Nintendo. Every time we

get offstage, we almost immediately run to the bus to play Nintendo. Before we started touring, I had never played videogames. Now I'm totally into it."

Tiffini even has some tips for *Super Mario 3*. "In the second world, there is a way to get extra Marios, but you have to be wearing the raccoon suit. To get through a world quickly, it's always better to make Mario run, especially once you've memorized the layout of the world. [The first] *Super Mario Bros.* is my favorite in the series. We have a few other games, but stick to *Mario Bros.* The games are very addicting until you have saved the princess."

Damon explains why he and the guys prefer the sports games: "Chase, Albert, and I are all football and basketball fans. Since we can't play football while we are traveling, the next best thing is to play the videogame versions of our favorite sports."

Damon has a few tips for other

video football fans: "In *Tecmo Bowl*, the New York Giants have very good advantages for passing. Lawrence Taylor is a great linebacker in the game. For defense, Charles Mann from the Washington Redskins is the fastest player. The game is really realistic."

On the Game Boy, Damon prefers *Tetris* and finds the game quite challenging. "In *Tetris*, I have not gotten past 100 lines on the Game Boy. I like the Game Boy, but I've been looking to buy the NEC TurboExpress, because I really want the color."

The Party receives lots of fan mail, and all of the members say they love reading letters. But Damon has an answer for the question most often asked by their fans: "Everyone wants to know if we're dating each other. The answer is no. After working closely together for several years, we are like a family."

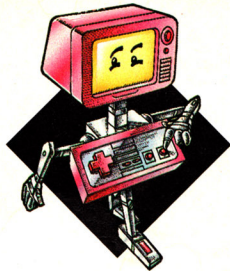
GP



Some game players don't like the controllers that came with their Nintendo Entertainment System. Others are simply tired of the standard controllers and would like to try something different. Luckily, there are many, many alternatives. You can start with attachments that try to improve the regular controllers and move on to all kinds of fancy joysticks and other devices.

Many of these gadgets haven't been reviewed in *Game Player's*, largely because we don't have room to cover them all. But every month, thousands of you go shopping for special controllers and aren't sure where to start. So, as space permits over the next few issues, we'll cover a few of them at a time in this column. Some of the controllers we'll talk about are fairly new, while others have been around for quite awhile.

Keep in mind, however, that opinions on game controllers have a lot to do with personal taste. We'll try to remain objective, but just because we like a particular controller doesn't mean you'll like it, too. And just because we don't



NINTENDO NEWS

Special Controllers & More Games

Jeff Lundrigan

like a particular controller doesn't mean you shouldn't give it a try yourself. Even our own game testers and editors don't always see eye to eye.

Bondwell's Lineup

Bondwell makes controllers for several different videogame systems, and its products have been consistently high in quality and reliability. The following Bondwell controllers are all currently available for Nintendo.

The Starfighter 1 is a wireless controller that's advertised as a "universal" device — it includes connectors for both the NES and Sega Master System, plus Atari, Commodore, and Amiga comput-

ers. The wireless receiver, which attaches to your game machine or computer, has a 25-pin connector. All you do is plug in the set of cables which is appropriate for your system, then set a selector switch.

In addition to the receiver unit, the package includes two remote controllers. Each controller is powered by four AAA batteries. The control pad sports a modish look, with smooth, rounded corners. The A and B buttons have a unique almond shape that feels pretty good under your thumb.

Other features include turbo-fire and slow-motion switches. (*Turbo-fire* lets you continuously fire shots by merely holding down the A or B button, instead of pressing the buttons repeatedly. *Slow motion* slows down the action to a crawl so you can more easily get through difficult parts of a game.)

Overall, the Starfighter 1 performed well. Its wireless range was about 15 feet with fresh batteries. The suggested retail price is \$49.99.

Bondwell's Python 2 is a one-handed joystick that puts the B button under your trigger finger and the Start, Select, and A buttons under your thumb. The contoured grip fits well in your hand, and the Start and Select buttons are readily accessible. So is the turbo-fire switch. Suction cups on the underside of the base help to keep the Python 2 steady on smooth surfaces. The cups stay surprisingly

(continued on page 20...)

1 Bondwell's Starfighter 1 is compatible with several different videogame systems and computers, and can even be plugged into more than one machine at once.

2 The contoured grip of Bondwell's Python 2 fits comfortably in your hand, and the large buttons make it easy to hit the one you want.



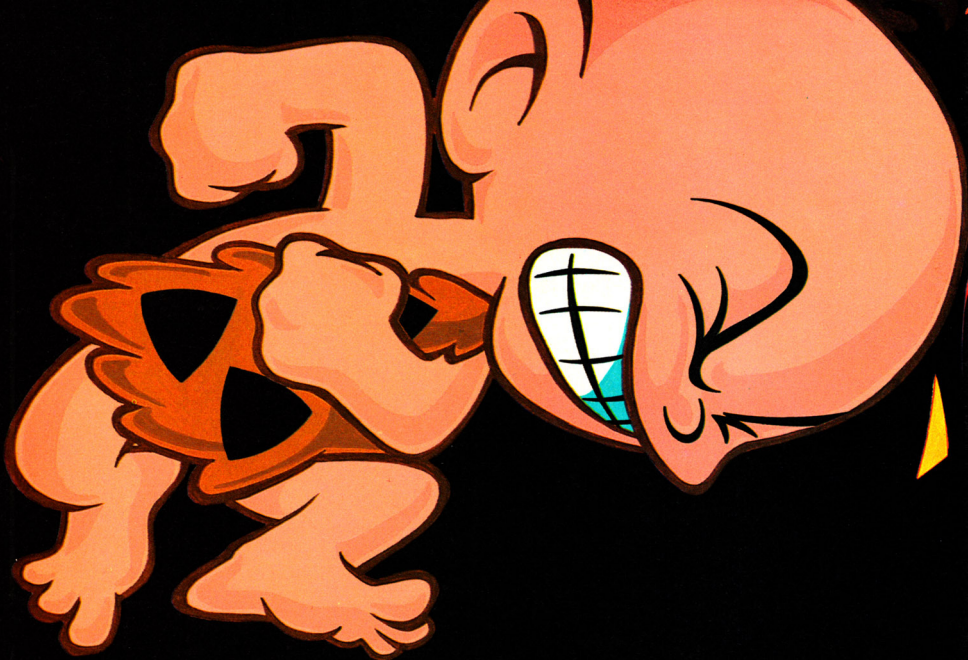
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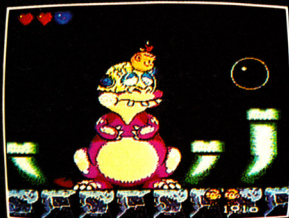
And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS.

the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE



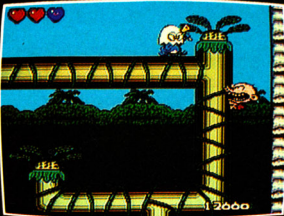
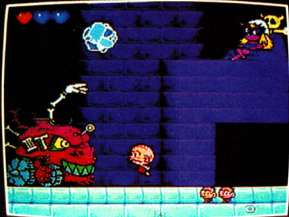
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

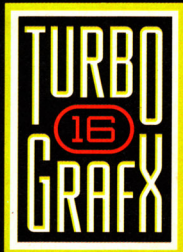


Meat helps Bonk get fired up to heat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

NINTENDO NEWS



flat when you're resting the base in your other hand. The Python 2's suggested retail price is \$19.99.

The FlightGrip, another Bondwell controller, has an unusual "space age" shape that's intended to be held with both hands. The A and B buttons are located under your right thumb and forefinger, and the directional pad is under your left thumb. The Start and Select buttons are at the top of the unit, and are meant to be pushed with your forefingers.

The design is interesting, but our game testers didn't have much success with it. In fact, the FlightGrip was the only Bondwell controller we didn't like. The grips are bent downward, but the thumb pad is still oriented at a right angle. This makes your thumb meet the pad at an odd slant, and the controller seems awkward to use. The FlightGrip's suggested retail price is \$15.99.

Bondwell's Maverick 2 is a joy-

stick with a large, easy-to-grab handle and oversized fire buttons. The joystick's case is also fairly large and sits comfortably in your lap, and there are suction cups on the underside if you'd rather attach it to a tabletop. Like most of the Bondwell controllers, it has turbo-fire and slow-mo switches.

The Maverick 2 is meant to replace *both* standard controllers—it has a pair of cables that plug into controller ports 1 and 2, and a switch that selects between them. This is OK for two-player games in which only one player is active at a time, because you can pass the joystick back and forth. But since both players can't use the joystick at the same time, the Maverick 2 is useless for games with two-player simultaneous action.

Of all the Bondwell joysticks, however, we liked the Maverick 2 the best. If you're the kind of game player who prefers a joystick to a control pad, you'll probably be impressed with it as well. The suggested retail price of the Maverick 2 is \$24.99.

All of Bondwell's controllers suffer from a common drawback, however: They have only one turbo-fire switch for both the A and B buttons. This can cause problems with certain games. For instance, if button A fires a weapon, you'll probably want turbo-fire; but if button B is a jump button that must be held down for longer leaps, turbo-fire is a hindrance, not a help. Without separate turbo switches for each button, you're forced to choose between a single-shot weapon or limited jumps.

Quickjoy Ni-5

Another controller we've been testing recently is the Ni-5 from Quickjoy. It's a one-handed joystick that puts the A button under your trigger finger, the B button under your thumb, and locates the

Start and Select buttons to the left of the thumb button. It features a contoured grip, variable-speed turbo-fire (but only one switch for both buttons, like the Bondwell controllers), and a wide base with the stickiest suction cups we've ever seen on a joystick.

The Ni-5's grip is extremely comfortable, and the joystick has audible feedback—very loud feedback. You can hear, or at least feel, a definite click when the buttons are pressed or the joystick is moved. This lets you know that an action has been taken. On controllers with little or no feedback, it's possible to press a button only partway without realizing that you haven't pressed it hard enough to make something happen. Or, more commonly, you might not move the joystick far enough to take an action. With the Ni-5, there's never any doubt. Some people find the constant clicking to be an annoyance, however, so the audible feedback may not be considered a desirable feature by everyone.

Some players also take exception to the Ni-5's Start and Select buttons. They're very small, and they're positioned too closely to the B button and to each other for

1 Bondwell's FlightGrip 2 has an unusually sleek and high-tech design. However, some players don't find it very practical.

2 Everything on Bondwell's Maverick 2 is oversized—big control buttons and a large, easy-to-grab handle.





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NINTENDO NEWS

comfortable use.

The suggested retail price of the Quickjoy Ni-5 is \$29.

CES: The Last Roundup

Although in the past two issues we covered the majority of titles that were announced at the Winter Consumer Electronics Show in Las Vegas, here are some additional titles you can look forward to seeing in coming months.

Smash TV, an arcade hit, will come home to your Nintendo, thanks to the folks at Acclaim Entertainment. The game is based on a no-holds-barred gladiatorial game show of the future.

LJN, which brought us *The Punisher*, is expanding its line of Marvel Comics titles with *Wolverine* for Nintendo. Additional LJN titles for '91 will include *The Terminator 2: Judgment Day*, based on the popular movie.

Other movie tie-ins include Mindscape's *Flight of the Intruder*, which is set in the skies over Vietnam in 1972, and Taito's *Indiana Jones and the Last Crusade*. Taito will also release *Kiwi Kraze*, a Nintendo translation of the arcade game. The main character is Tiki, a kiwi bird, who must rescue his friends from a big, mean walrus.

Taito also plans to release *Power Blade*, an action game that pits Earth's chief security officer, Nova, against alien terrorists; and *Rainbow Islands*, the sequel to *Bubble*

Bubble. Intended for younger players, *Rainbow Islands* is an action-adventure in which the inhabitants of Rainbow Island are kidnapped by the evil Bubble Dragon. It's up to you to save them.

American Sammy also has several upcoming titles, including *Vice*, *Pyross*, and *Might and Magic*. *Vice* is a futuristic action game that follows the adventures of Vice Officer Quinn Hart, who stumbles onto something much bigger than organized crime. *Pyross* is a fantasy-based action game in which Prince A La Mode must rescue Princess Pudding from the evil clutches of the wizard Wardner. *Might and Magic* is the Nintendo version of a popular computer role-playing adventure.

Tengen is planning to release *Cyberball* and *Police Academy*. *Cyberball* is the home version of an arcade hit in which robots play a futuristic and violent version of football. *Police Academy* is an adventure game based on the series of movies about comically incompetent police cadets.

Game Genie Update

You win some, you lose some. And that's the latest score in the case of the controversial Game Genie.

As you'll recall from our many past reports on this dispute, the Game Genie is a device which allows gamers to change the way their Nintendo games play. By entering special codes supplied with the Game Genie, players can give their on-screen characters unlimited lives or special powers, and in some cases can select stages.

Nintendo claims the Game Genie violates Nintendo's trademarks and copyrights, and that it could harm Nintendo's videogame business. To stop the Game Genie from being sold, Nintendo went to court in both the United States and

Canada last year. In the U.S., Nintendo won a temporary court order last summer which has kept the Game Genie out of U.S. stores. But in Canada, the Game Genie has remained available while the court case was underway.

Recently, judges in the U.S. and Canada handed down two separate decisions. In the U.S., a federal appeals court agreed with Nintendo that the Game Genie should not be sold in the U.S. until a full trial can be held — something which will take several months. As a result, the Game Genie still cannot be legally sold in the U.S.

But in Canada, a federal judge ruled just the opposite. He said there isn't enough proof that the Game Genie violates Nintendo's copyrights or will hurt Nintendo's videogame sales. Therefore, the Game Genie can be legally sold in Canada.

As always, we'll keep you up-to-date on further developments in this case.

GP

1 Quickjoy's Ni-5 has a very large base and the best suction cups we've ever seen on a game controller.



Jamie Bunker
Professional Gamer

"Here's one game
that really smokes"

When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.

Why? Because Gaiares is the first of its kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.

So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.



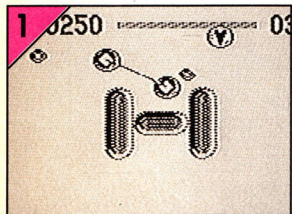
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Last issue we reported on the numerous Game Boy titles announced at the Winter Consumer Electronics Show.

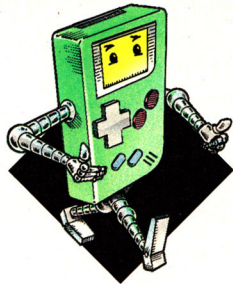
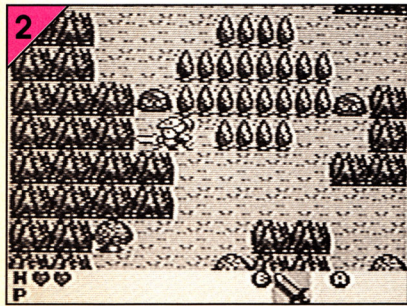
But there were just too many games to cram into one issue, so we'll continue our CES roundup this month. First, though, let's look at some new games that are already here.

If you want something that's a change of pace from traditional games, check out Accolade's *The Game of Harmony*. Designed as a nonviolent and relaxing alternative to action games, *The Game of Harmony* is actually a set of 50 puzzles. Each puzzle consists of sets of geometric shapes. By bumping into these shapes with spheres, you can move them around the screen. The goal is to match up the shapes,



producing a state of harmony.

If role-playing games are more to your taste, the latest example for the Game Boy is *Rolan's Curse* from American Sammy. In *Rolan's Curse*, you venture into the land of Rolan, a once-peaceful place now terror-



GAME BOY PLAYERS

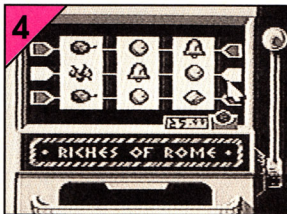
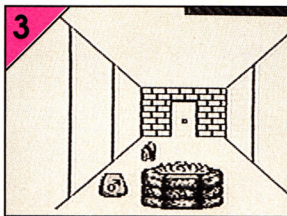
More New Games

Phill Powell

ized by the diabolical sorcery of King Barius. Your quest leads you through villages and countrysides, straight into the path of dangerous monsters and threatening enemies.

Another role-playing adventure for the Game Boy is *Mysterium*, from Asmik. In this game, you play an alchemist's apprentice whose trade is transforming various metals into gold. It's almost time for graduation, and your teacher has sent you on a mission to test your powers.

Your proving ground is a maze called the Mysterium, and it's fraught with danger. As you make your way through the maze collecting vari-



ous items, you must defend yourself by conjuring up magic, using pools of fire, water, acid, and mercury. To succeed, you must withstand all the hazards and solve the many questions of the Mysterium.

Arcadia's *Caesar's Palace* brings the challenge of high-stakes gambling to the Game Boy. You can play most of the major games found inside the famous Las Vegas casino, including draw poker, blackjack, roulette, and the notorious "one-armed bandit" slot machines. Starting with \$1,000 in chips, you decide which games to play and how much to wager on each bet. If luck is with you, the sky's the limit. If you lose your shirt, the conse-

(continued on page 28...)

1 In *The Game of Harmony* from Accolade, you try to combine geometric shapes in deep space.

2 *Rolan's Curse* is a new fantasy role-playing game from American Sammy.

3 Behold the Pool of Fire in Asmik's *Mysterium*. The sorcery adventure blends fantasy and action.

4 *Caesar's Palace* from Arcadia takes you inside the famous casino for fun and games, Las Vegas-style.

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GAME BOY PLAYERS

quences at this videogame casino aren't too bad.

Irem's *R-Type* is a space shooter based on the hit arcade game. In the Game Boy version, you pilot the quick, maneuverable R-Type aircraft in combat against the evil mutant forces of the Bydo Empire. The sinister Bydo forces are preparing a massive onslaught against Earth. To stop them, Earth's World Government dispatches the R-Type. You must navigate the craft through six levels of alien enemies, using a variety of power-ups to increase your firepower.

The warfare in Natsume's *Tail 'Gator* is considerably more light-hearted. In this game, a villainous dragon warlord has shattered the peace in the animal kingdom of Moberry. Only Charly, a highland alligator, has the skills to infiltrate the dragon's castle. Charly's main weapon is his powerful tail, which he uses like a baseball bat. He jumps and swims through an elaborate

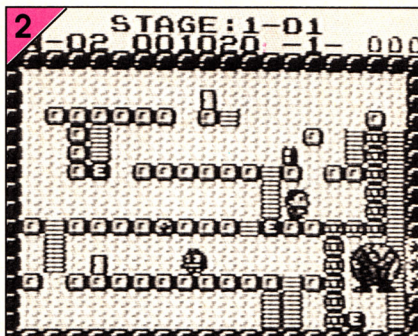
network of mazes, opening treasure chests full of helpful items.

As Charly the gator, you've got to make your way through every nook and cranny of the evil dragon's castle. This is easier said than done, especially since the game's first levels consist of four different sections. If you can unlock the secrets of the air, land, cave, and underwater areas, you may be able to restore peace to the happy creatures of Moberry.

Cyraid is the name of Nexoft's new action-puzzle game, as well as the name of the fortress where the action takes place. The game is set in the 31st century, near the Earth's capital city, Trillium. (Is that anywhere near Cleveland?) A typically mad scientist has set up shop in a specially appointed stronghold. From this headquarters, the wickedly insane Professor Rogue has designed and built a virtual army of robots that will perform his bidding.

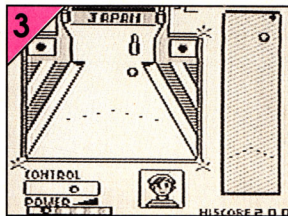
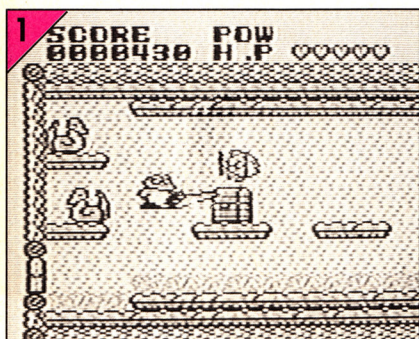
As you can probably guess, the professor isn't going to be satisfied until he can rule the world. That's where you come in. You travel from room to room, gathering energy capsules and avoiding the enemy robots that seek to destroy outsiders. Getting to and from the energy capsules isn't always easy, and that's the challenge of *Cyraid*.

If you've ever wanted to go bowling in China but couldn't afford the airfare, your time



has come. *World Bowling*, from Romstar, takes you on a six-nation tour of the globe. Players compete in either one- or two-player games in China, Japan, England, France, Canada, and (of course) the USA. *World Bowling* pays attention to aspects of real bowling, such as ball weight and hook control.

Seta's *Battle Bull* takes you on a mining mission into deep space. Inside a gold mine on a planet called Perseus VI, worker robots have gone mad and are destroying anything that enters the mine. The game is set inside the con-



Get in the swim of things as *Tail 'Gator*, from Natsume. Charly Gator swings his tail to unlock a treasure chest.

Nexoft's *Cyraid* is an action game that requires you to solve puzzles during your struggle against enemy robots.

Romstar's *World Bowling* features ten-pin excitement in six different countries.

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



PAC-MAN © 1980, 1990 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!



There's Ghosts to gobble so get Pac'n.

namco

The Game Creator

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GAME BOY PLAYERS

scending on Earth, and your laser cannon is the only way of defending your fellow Earthlings.

There's trouble brewing on the planet Centrus, too. In *Castelian*, from Trifix, irksome aliens have surrounded the island nation of Jemmerville. It's up to Julius, a small piglike creature, to drive back the unwanted visitors. As Julius, you do this by scaling eight alien towers and blowing them up with special bombs. It's not as easy as it sounds, since there are a number of obstacles blocking your way.

Coming Soon

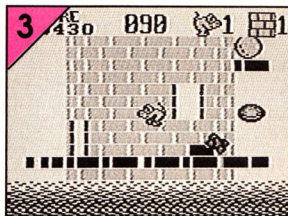
What? You say you want more? Fair enough. Here's a quick run-down of some games that haven't arrived in stores yet, but are being completed as we speak.

Altered Space, from CSG Imagesoft, mixes elements of puzzle games and action-adventures in a deep-space setting. The game will boast eight levels and over 250 rooms. Two players will be able to compete via a Game Link cable.

In LJN's *Beetlejuice*, the "ghost with the most" will make his second Nintendo appearance. The Game Boy version will closely follow the NES version.

Nintendo of America is introducing two new Game Boy titles in addition to *F-1 Race*, the game designed to showcase Nintendo's new Game Boy Four-Player Adapter (see last month's issue). The other two titles are *Radar Mission*, and *Super R.C. Pro-Am*, an auto-racing game based on an NES title.

Fans of action

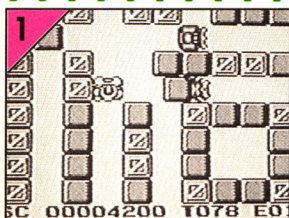


movies may want to watch for two new games from Ocean: *Darkman* and *Navy SEALs*. In *Darkman*, a disfigured scientist becomes a crime-fighter seeking revenge against evildoers. *Navy SEALs* will chronicle the adventures of the fighting frogmen of the U.S. Navy.

Another Game Boy title from Ocean is *Mr. Do*, based on the arcade hit. The Game Boy version will accommodate one or two players.

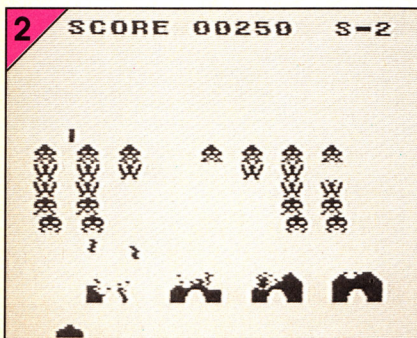
Finally, two new games from SOFEL will give you an interesting choice of characters: Would you rather be the *Monster Master* or a *Fish Dude*? The first game is a maze challenge, while the second is an aquatic adventure.

GP



nected mine shafts. Your mission is to drive the Battle Bull, a powerful bulldozer. Everytime you crush a renegade robot, you get the gold it was transporting. The mine has 48 levels to clear, so be prepared for a big job. *Battle Bull* has a two-player mode that can be used with a Game Link cable.

Back on Earth, we've got our own problems — the return of the dreaded *Space Invaders*. The most popular videogame from the 1970s is making its Game Boy debut, thanks to Taito. In this version, the menace hasn't changed, and neither has the solution. Rows upon rows of murderous aliens are de-

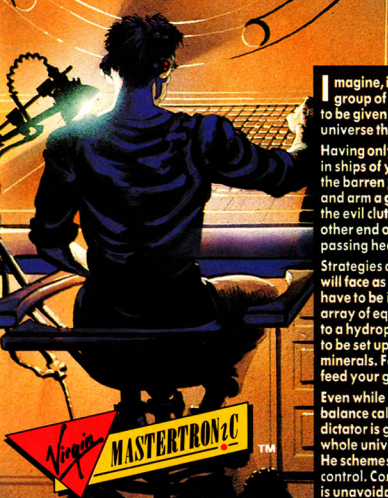


1 Drive a bulldozer for fun and profit in Seta's *Battle Bull*.

2 *Space Invaders*, the biggest arcade hit of the 1970s, is back in this Game Boy version from Taito.

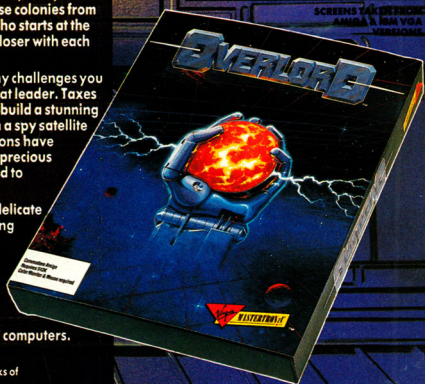
3 This little piglike fellow is Julius, the hero of *Castelian* from Trifix. Players help him climb and destroy alien towers.

TM



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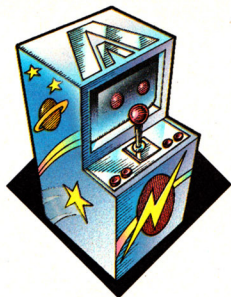
Grab your helmet and leathers — it's time to play *GP Rider*, Sega's newest one- or two-player motorcycle racing game. And don't forget your kneepads, because this baby will have you scraping the pavement in those tight turns!

GP Rider puts you on a simulated Grand Prix racecourse astride your choice of a six-speed manual- or automatic-transmission rice rocket. You can race against a computer-controlled rider or go head-to-head with a friend.



Each race has four laps, and completing a lap within the designated time period wins you extra drive time. Long straightaways, banked turns, winding S-curves, and the dreaded hairpin turns will put all of your racing skills to the test. As in *Super Monaco GP*, an on-screen map of the circuit shows both your and your opponent's position, and also prepares you for what's up ahead.

The ride-on version of *GP*



ARCADE ACTION

GP Rider and *Laser Ghost*

Scott Wolf

Rider simulates real motorcycle racing by requiring you to brake, shift, and actually lean left or right during each turn. Stereo sound and bright, colorful graphics add to the realism. Even a Harley-Davidson guy like myself has to give this



simulation a thumbs-up. *GP Rider* brings *Super Hang-On* into the 1990s.

Laser Ghost

If there's something strange in your neighborhood, who you gonna call? No, not *those* guys. This time call Bill, Max, and Carol, the *Laser Ghost* team.

Laser Ghost, Sega's latest supernatural shoot-em-up, enlists you in the noble war on psychokinetic terrorism. An alien life force has infested your city, taking on the appearance of horrific ghostlike apparitions. One of these forms, a hideous, winged blue demon, has abducted a little girl and is holding her captive on a dark world.

Conventional weapons have no effect on the monstrosities. It's up to you and the *Laser Ghost* team to attack with your ectoplasmic assault beams — devastating laser guns that can turn scary monsters into ghost toastsies.

Laser Ghost is a one- to three-

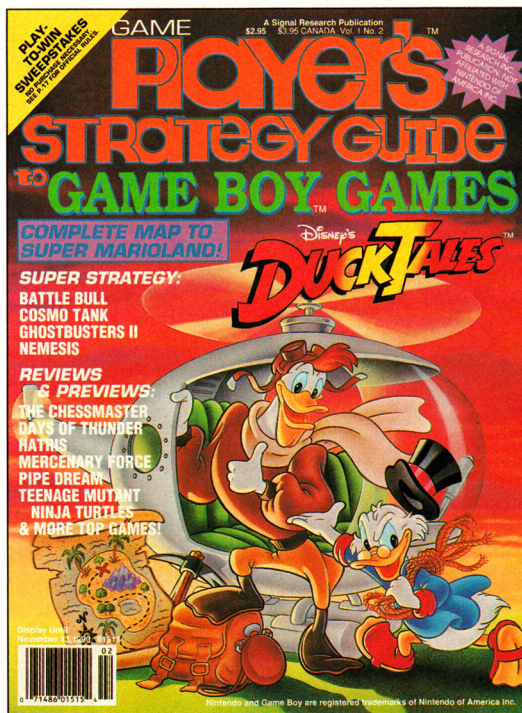
GP Rider: You can race against a computer-controlled opponent or go head-to-head with a friend. All races take place on simulations of actual Grand Prix courses.

1 If you finish the four-lap race with time to spare, you get extra drive time. You can keep track of your position on the course map at right.

2 Don't lose control, or you'll end up like this guy. At 153 kilometers per hour (95 m.p.h.), he's in for a rough landing.

3

Q: Where can you find hints, tips, maps, features, reviews, and all the answers to your questions about **GAME BOY®**?



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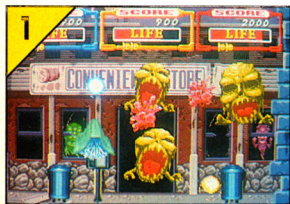
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ARCADE ACTION



player game, with seats for two of the players. Each laser gun is equipped with an angled plate of glass that works something like a jet fighter's Head-Up Display (HUD). By looking through the glass, you can see the beam of laser light. There are separate triggers for the lasers and special weapons.

Six missions take you through city streets, slime-covered sewers, haunted hotels and cemeteries, and even aboard a ghostly pirate ship. The action is viewed from a first-person perspective (as in *Operation Wolf* or *Space Gun*) as you search for enemies at the top, bottom, sides, and even *into* the screen. Although some of the creatures are gruesome,

others are pretty amusing, like the wacky pineapple heads and dancing turkey carcasses.

Some of the supernatural sleazoids seem to be kind of desperate. They'll throw anything and everything at you. Food carts, furniture, sharpened wooden stakes, knives, bricks, and garbage are all considered fair weapons by the zomboid legion. When you're too greatly outnumbered, simply thumb the Special Weapon button—a huge cannon barrel appears and promptly microwaves the monsters.

When at last you find the kidnapped little girl, you'll discover that she's possessed by demons.

Laser Ghost: Need to pick up some bread or milk? You'd better find a different convenience store—this one is haunted by hordes of big-mouthed green uglies.

1

Even Mick Jagger couldn't grow a tongue *this* large. When the screen says "Damage," you've taken a hit. Yuck!

2

Move fast if you don't want a sharp wooden stake through your heart. It isn't firewood that those green spooks are carrying!

3



She mutates into several hideous boss monsters before the divine light of your laser exorcises the evil forever. The city is safe again.

News flash! Be on the lookout for Sega's R360 Super Rolling Simulator. It's a spherical cockpit supported at two axes, allowing complete 360-degree movement in all directions—even upside down! The R360 can be reprogrammed for different arcade games and is currently configured for Sega's G-LOC, an F-14 Tomcat simulator. (See "Arcade Action," *Game Player's*, October 1990.) State-of-the-art technology and extensive safety features promise to make this an experience not to be missed. It's more like an amusement park ride than an arcade game. Stay tuned!

And remember *Exterminator*, that really odd bug-bashing game from Premier Technology that we covered in the May 1990 issue? Well, a couple of British companies (Audiogenic and The Assembly Line) are putting the finishing touches on conversions for the Amiga, Atari ST, and PC compatibles. All of the original arcade graphics have been retained, and there are even a few nifty additions. It should be available by the time you read this.



There's more than one kind of role-playing game. Actually, there are several. First is the "traditional" RPG, in which you lead a party of adventurers through a series of quests, puzzles, and mazes. A typical example is Sir-Tech's new installment in the Wizardry series, *Bane of the Cosmic Forge*, which we'll look at in a moment.

Another type of RPG is the strategic war game, in which you take the role of a military commander guiding your forces into battle. Still another type is the board-style game, in which you play the role of someone who's trying to achieve the game's particular goals. Examples include the board games Monopoly, Careers, and The Game of Life. Sometimes this kind of game is written for computers, such as Sierra's new *Jones in the Fast Lane*.



Keeping Up with Jones

Jones in the Fast Lane is a tongue-in-cheek look at what it takes to enter and succeed in what's known as



PC PLAYERS

Role-Playing, Old and New

Neil Randall

"the fast lane," or the good life of yuppies. Doing well in the fast lane means getting a good education and an equally good job, so you can make enough money to buy and do all the things you want. The real goal is self-fulfillment, and what makes it unusual is that you alone decide what form that fulfillment will take.

When the game starts, you choose to play as one of four characters. Two are male, two are



female, and all of them look as if they need some direction in life. Up to four people can play the game simultaneously, or you can play alone and decide whether to compete against a computer-controlled character named Jones. If you play against Jones, you'll find him a challenging rival, and your success will always be measured against his.

Multi-player games are by far the most enjoyable, because each player sets his or her own goals and then strives to achieve them—often at the expense of the others. Gaining a competitive edge is so important, in fact, that even if you're playing by yourself, you should be sure to take on the challenge of beating Jones. With no opponents, the game tends to drag.

You start by setting your goals for wealth, happiness, education, and your career. Measuring wealth is easy; just count your money and

1 Jones in the Fast Lane: Here are four potential fast-laners waiting for your guidance. Note their spiffy formal attire and graceful demeanor.

2 You can set your own goals, balancing wealth, happiness, education, and career. In this case, you've decided to value wealth above happiness.

3 When you enter a new location, a colorful screen tells you what the place is all about and what you might want to buy or do.

4 The Employment Office should be your first stop. You need a job, because you have to buy food and pay rent.

PC PLAYERS

your net worth. Career growth is a little more difficult to assess, but education is simply a function of earning degrees at the local High-Tech University. Attaining happiness means having the things you want and being able to enjoy them — something that *Jones in the Fast Lane* seems to measure somewhat obscurely.

Essentially, *Jones in the Fast Lane* is a board game. You move your marker from one location to the next, entering buildings and deciding what to do. You need a job as soon as you start, so the first step is to head for the Employment Office and land whatever you can. You need clothes as well, and you have to eat. The market will sell you up to four weeks' worth of food, but it won't do you any good until you can afford a refrigerator. So it's off to Monolith Burgers for fries and a shake until you get the money to buy that important fridge.



In the meantime, the university beckons. You can get degrees in trade school, engineering, business administration, general academic, graduate school, post-doctorate, and so on. Each one helps you get a better job, because jobs are available only if you have experience, education, and a proven work record.

At the start of each month, you must pay your rent. Two kinds of apartments are available: low-cost and high-security. At first, even the low-cost apartment will strain your finances, but if you don't have the money you can ask for another week to pay. Alternatively, you can apply for a loan at the bank, but then you have the additional annoyance of a loan payment to make each month. Making trips to the rental office and the bank takes time (you can't write checks in this game), so the fewer payments you have scattered around, the better. Still, you'll need a bank loan to buy a business suit when you get an appropriate job, and maybe to get a personal computer as well.

Despite all these details, one problem with *Jones in the Fast Lane* is that there just isn't enough com-

plexity. As a four-player game, *Jones* is great fun; it would be nice, however, to have a greater variety of jobs and income levels from which to choose. Also, you can't settle down and raise a family, which is a common enough goal even among yuppies. The game just doesn't go far enough in addressing the would-be yuppie lifestyle. But it's still fun, witty, and clever to boot. Let's hope for a *Jones 2* that does even better.

Wizardry for the 1990s

Bane of the Cosmic Forge is actually *Wizardry VI*. For those who have followed the *Wizardry* series since its beginnings nearly a decade ago — or even for those who started with 1989's *Wizardry V* — *Bane of*



the Cosmic Forge will be both surprising and promising. This is still *Wizardry*, with all of its dungeons and traps and puzzles, but it's *Wizardry* with a new, improved look and feel.

The *Wizardry* series started on the Apple II, and the limited graphics of that computer dictated



1 This is crazy! Never would you try to drive to Hawaii, Jamaica, maybe, but not Hawaii.

2 Inevitably, it all comes down to this, asking the landlord for another week to make your rent. Isn't it funny how accurately a game can model real life?

3 All right! You earned a degree in trade school. It's a start, and it will probably mean a better job with higher income.

Bane of the Cosmic Forge: You can create your own characters and grant them special abilities. The game automatically provides weapons to get you started, but other equipment is up to you.

PC PLAYERS

1

Add your newly created characters to the party. Once the adventure begins, you can worry about the marching order.

2

A door! Should you bash it down, pick the lock, or check if it's already open? The trouble with picking the lock is that a jammed door is almost impossible to open.

3

A treasure chest is set into the wall. Several of these are located in the castle and elsewhere, though some are hidden. Be sure to inspect them for traps.

4

In your first battle, you only have to face two rats. Nevertheless, be careful—they can bite and might be poisonous.

5

Much later, you are attacked by some creeping vines. But at this stage of the game, they're nothing but an annoyance, good for gaining experience points but not much else.

its early appearance. The graphics were functional, but little more than that. The game offered a first-person perspective (in fact, *Wizardry* was the forerunner of all first-person role-playing games), but the walls and doors didn't really look much like walls and doors. With *Bane of the Cosmic Forge*, however, *Wizardry*'s graphics have moved into the 1990s. Well, actually they've moved into the late 1980s—they're still not very stunning in VGA—but the graphics are significantly more impressive than before.

Sir-Tech didn't stop with upgrading the graphics. The player interface is improved, too. Encounters automatically bring up the combat screens, and, as before, you can order each character to perform a unique action. When you're not in combat, a simple menu lets you examine a character, use an item, cast a spell, pick a lock or force open a door, establish the party's marching order, and so on. Yet even though the game is easier to play than before, it's also more "realistic," thanks to additional armor and weapons, plus a complete overhaul of the magic system.

Early in the game, battles are relatively rare. You'll almost always fight when you enter a new location, but you can race down the corridors without being overtaken by hordes of rats, spiders, bats, and other nasties. Later in the game, however, the old fantasy role-playing problem of too many

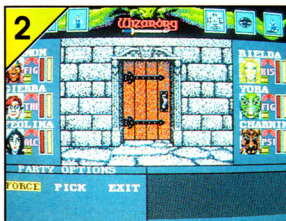


monsters takes over again. This is one part of the game that still needs improvement.

Another problem is that much of the game is still based on frustrating puzzles. You must push untold numbers of buttons in exactly the right order to get certain objects to do certain things, and much of your time will be spent saving the game and trying again. The puzzles are no less exasperating than they were in the previous games of this series.

Nevertheless, *Bane of the Cosmic Forge* proves that Sir-Tech is up to the challenge of taking its very well-established product into the 1990s. More role-playing and less treasure-seeking would be nice, but that's a personal criticism that could be leveled at almost all role-playing games. The latest *Wizardry* is good, and the next one could be great.

GP

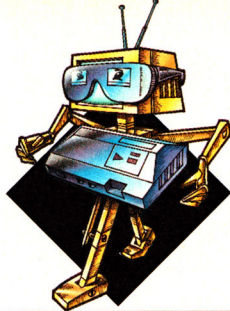


The line separating computer games and videogames began to blur last year when *Populous* was released for the Genesis. Here was a widely acclaimed computer game, a game of great depth and substance, suddenly appearing on a cartridge for a home videogame system. And most impressive of all, the cartridge version and computer version were almost identical.

Now that line has been breached again — this time by an Abrams M1A1 tank.

Electronic Arts' *Abrams Battle Tank*, originally introduced for home computers, is an almost perfect example of what people think of as a "computer game." It's a detailed simulation of tank combat, not a shoot-em-up. By placing you in command of a U.S. Army M1A1 tank, the game demands that you consider a number of complex mechanical and tactical options at the same time. *Abrams Battle Tank* is now available from Sega of America for play on the Genesis system, and nothing has been lost in the translation. As was the case with *Populous*, the videogame version of *Abrams Battle Tank* is virtually identical to the original.

Your Abrams M1A1 and crew are assigned to stop the advancing Soviet army in Germany — an advance that could trigger World War III. As the tank's commander, you'll face many critical decisions as you maneuver through the eight



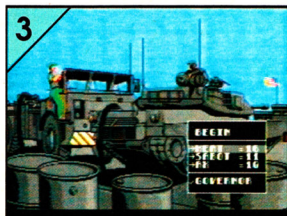
SEGA PLAYERS

Abrams Battle Tank

Matthew A. Firme

individual missions that make up the game. Each mission involves at least one objective (destroy a hidden Soviet base, for instance) and plenty of resistance.

This might not sound much different from the storylines of many other videogames. The difference is in the way you achieve your goals. For example, in most videogames you would proceed from point A to point B as if your tank were moving along a railroad



track. You might be able to speed up and slow down, and perhaps steer a bit from side to side, but you'd always follow the same path to reach the end of a mission.

In *Abrams Battle Tank*, each mission is an open-ended, three-dimensional simulation. There are only a few basic, realistic rules: You can't cross bodies of water, you can't drive up or down slopes that are too steep, and you can't move out of the assigned area (the



1 *Abrams Battle Tank*: The M1A1 Abrams roars into your living room.

2 At the beginning of each mission, the base commander gives you some advice. He can be a tough man to face if you let him down.

3 At the supply depot, you can refuel and repair your tank, and choose the number of each type of shell you'll take on the mission. If you change your mind, you can return to base and choose again.

4 From the gunner's station, you can access the tank's ballistic computer. A head-up display identifies the target and measures the range. Don't shoot this friendly M2, or you'll be looking for a new job.

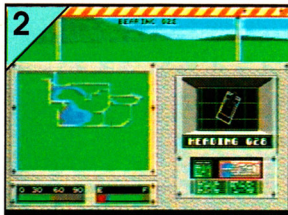
SEGA PLAYERS

simulation's "world"). Other than that, you're entirely free to pursue the enemy and search for his bases in any way you please. You can drive your tank anywhere you want, in any direction you want. You can stick to the main roads, which allow you to drive at top speeds. Or you can leave the road to see what lies beyond a distant hill. If you spot an enemy disappearing into a valley, you can follow him. He might lead you to a hidden enemy base or into a deadly ambush.

Although you are limited to a particular area in each mission (represented on a map which can be displayed on the screen), you'll soon find that the mission area is truly vast. It can take as long as 30 minutes of real time to drive from

one end of this "world" to the other—and that's on paved roads, moving as fast as 45 miles per hour! A bit of arithmetic, then, defines your mission area as a square that measures about 22 miles on each side, or nearly 500 square miles. Searching for a Soviet base hidden in a hilly, river-crossed area that large can be a real challenge.

On top of that, you can count on facing Soviet armored vehicles and infantry at any time. You'll even be threatened by Mi-24 Hind helicopter gunships, which suddenly appear from behind mountain peaks and dive straight for your tank. Among the armored



vehicles you'll fight are Soviet T-80 tanks, BRDM-2 and BRDM-3 Tank Destroyers, and one of the Soviet Union's most advanced weapons: the FST-1 main battle tank. The FST-1's size, appearance, and characteristics are still secret. But if you encounter one, you'll soon learn that it's unrelenting and powerful.

Abrams Battle Tank differs from shooter-type videogames in another important way: You don't have an unrealistic supply of unlimited ammunition. Your tank can carry up to 40 rounds of ammo for your main gun, depending on the types of shells you choose. There are three different kinds of shells, each with their own characteristics, so the number of each type of shell you choose will depend on the specific mission you're assigned.

Each of the eight missions has its own goals and dangers. You can



pick any single mission you want, or choose campaign mode, in which all eight missions are thrown at you in random order, one after the other. It's probably a good idea at first to avoid campaign mode and play each of the missions individually. Until you become familiar with the terrain, you may find yourself driving aimlessly for hours. Even if you keep an eye on the map at all times, you can still spend hours searching for your objective among the game's many hills, valleys, and rivers. The more familiar you are with a mission area's terrain and the locations of enemy targets, the better your chances are of making it back to your own base.

Even when you learn exactly where you have to go and how you'll get there, your mission still won't be easy. The mission can prove deadly if you don't use your guns wisely and run out of ammunition, or if you stumble into a whole armored patrol and begin taking fire from every direction. If you're not careful, you might even run out of gasoline.

Fortunately, you can return to your main base or any friendly base (they're the ones flying the white flags) for repairs and supplies. In some missions, such as Nuremberg Highway, you *should* return to base for supplies. If you don't, you'll probably run completely out of ammunition just as the fighting gets heavy. Or worse yet, your accumulated damage may leave you crippled and unable to escape.

1 Use AX rounds against infantry targets, such as soldiers carrying Sagger anti-tank missiles.

2 Check the area map often. It's easy to drive in circles and become disoriented, especially during the heat of battle.

3 *Flicky*: You're a fast-moving blue bird who must lead these little yellow chicks to safety.



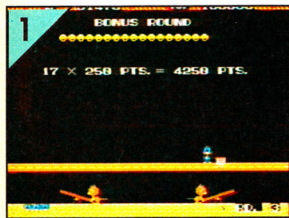
SEGA PLAYERS

Abrams Battle Tank is a complex game, but it's not so complex that you can't begin playing it right away. You probably won't do very well at first, but you can start playing. And although it's an uncompromised translation of a computer game, *Abrams Battle Tank* is so good that it should attract fans of all ages.

Flicky

In the very same package that brought us *Abrams Battle Tank* was a game called *Flicky*. You couldn't ask for a greater contrast.

Flicky is about as simple a game as we've seen on the Genesis — or on any other videogame system, for that matter. The character you play is a cute blue bird who jumps and flies over a series of platforms while rescuing a bunch of little yellow birds. The yellow birds automatically follow you once you touch them, and you have to lead



them all to the exit to clear the stage. After every third stage is a bonus round in which you try to catch a flock of falling birds in a net.

And that's about it.



The reasoning behind this very simple game is probably similar to the reasoning behind *Abrams Battle Tank* — Sega is trying to broaden its audience. *Abrams* is intended for older or more experienced players who want something different from the average shooter. *Flicky* seems to be intended for youngsters.

But there's a problem. While *Flicky* is so simple in concept that it probably won't hold the interest of older gamers, it also seems too difficult for inexperienced players. The game's tiny characters and constant action will probably frus-



trate those who aren't very adept with a control pad. As a result, *Flicky* seems to be stuck somewhere in between.

Spider-man Is Coming!

It's been over a year now since Sega announced plans for a Genesis version of *Spider-man*. And while the game is still not quite ready, the good news is that it's very close.

At the Winter Consumer Elec-

tronics Show in January, *Spider-man* attracted a lot of attention. It wasn't finished, but we saw enough of the game to realize that Sega may have another hit in the making.

Spidey's movements really stood out. His leaps and wall-crawling looked just like they do in the comics, and the way he could swing from web to web across the city was wonderful.

The graphics — most notably in the between-round screens — were colorful, detailed, and authentic-looking. Fans of *Spider-man*'s comic-book adventures shouldn't be disappointed.

What's taking so long? From what we've heard, *Spider-man* was developed for Sega by an independent software company almost a year ago. But Sega wasn't quite satisfied with the results and began a long process of refinement. Although the additional work has delayed the release of the game, Sega players will ultimately be the winners. The *Spider-man* you'll see in stores very soon should be worth the wait.

GP

1 During each bonus round, the cats will catapult 20 chicks into the air so you can catch them in your net.

2 *Spider-man*: You'd better be ready to swing over this alligator. And keep moving—if you hover above him, he'll leap out of the water and bite you.

3 This menacing ape is the least of Spider-man's worries. He faces some of his greatest foes in this game.

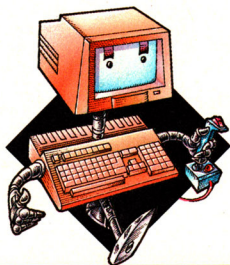
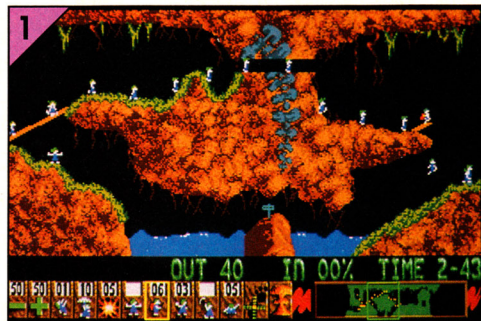
Videogame characters may be small and two-dimensional, but the best of them still manage to take on a personality all their own. For instance, take the characters in *Lemmings*, a new action-puzzle game from Psygnosis. They're little more than dots on the screen, but after a few minutes of play you'll probably be cursing them as if they were real.

Lemmings reveals a very different side of Psygnosis, a British company that has specialized in tough arcade-action games with striking graphics and sound. *Lemmings* can only be described as cute — cute and addictive, that is. Your goal is to herd a tribe of mindless rodents from one end of a scrolling screen to the other. There may be all sorts of obstacles along the way, but these creatures are too stupid to avoid them, so it's up to you to clear a path.

1 In *Lemmings*, large numbers of harmless but stupid creatures will blindly march to their doom unless you can guide them to safety.

2 Sometimes you have to sacrifice a lemming in a spectacular explosion in order to save his fellow lemmings.

3 In two-player mode, each person has a split-screen view of the action.



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Lemmings and Prince of Persia

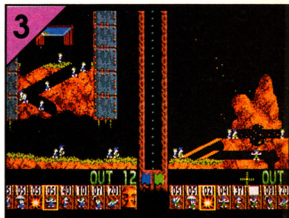
Sheldon Leemon

The basic law of lemming behavior is quite simple: They keep marching in one direction until they bump into something, and



then they turn around and start marching the other way until they bump into something else. To prevent them from blindly stumbling into such hazards as bottomless pits or lakes of fire, you can grant special powers to some of the lemmings. You can make them block the path of their fellow lemmings, climb over barriers, parachute from cliffs, build staircases, or dig tunnels in horizontal, vertical, or diagonal directions. You can even turn a lemming into a walking time bomb that explodes after five seconds!

But there's a catch — actually, a few catches. Not all of these abilities are available on every puzzle screen, and usually you



have only a limited number of powers to hand out. Also, your goal changes somewhat on each screen. Sometimes you have to save all of the lemmings, while other times you can sacrifice up to 90 percent of them and still achieve your goal.

Several factors make *Lemmings* a "just one more time" classic. There are four skill levels, ranging from "Fun" (which is easy enough for young children) to "Mayhem"

(which should satisfy the most nimble arcader). Often there's more than one way to save the lemmings, so after you bust your brains figuring out an elaborate solution, your friend may embarrass you by discovering a relatively simple alternative. Even when you come up with a good solution, however, you still need sharp reflexes to execute your plan. Just one slip and all of your lemmings go sliding into oblivion.

When you've mastered the solo game, you can try a unique two-player version with split screens. The main drawback is that it requires two mouse controllers.

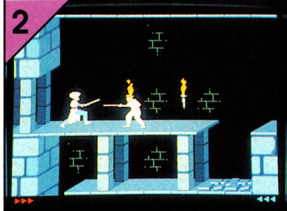
Lemmings has a number of little touches that add polish. You can pause the action, toggle the music and sound effects on and off, and resume a previous game by entering a password. Unlike most Psygnosis games, *Lemmings* will take advantage of any expanded memory in your Amiga to minimize disk access, and it will also recognize a second disk drive if you have one — two welcome developments. With four challenging levels of 30 screens each, *Lemmings* should keep you playing for quite some time.

Prince of Persia

Broderbund's *Prince of Persia* is the Amiga version of a game previously released for the Apple II and PC compatibles.

What sets it apart from most other action games is the remarkable cartoon-like animation that makes its characters seem to come alive. But that's not surprising, because game designer

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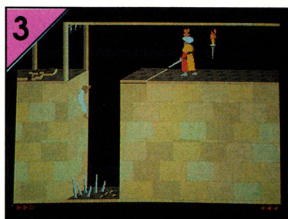
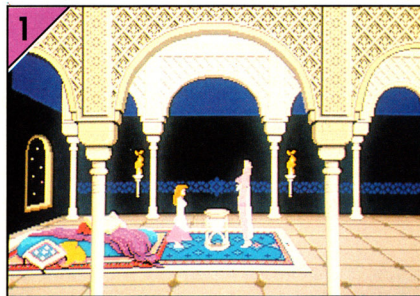


Jordan Mechner achieved this realism the same way cartoonists do — by studying film footage and still photos of live models. So while the figures in this game may not have detailed features, they run, leap, climb ledges, and duel just

1 *Prince of Persia*: Your mission is to save the lovely princess from the evil vizier before the sand runs through the hourglass.

2 In scenes like this, you'll learn if you are "cut out" to be a swash-buckler.

3 One wrong move could send you tumbling down onto a bed of spikes!



like movie heroes.

Aside from the lifelike animation, *Prince of Persia* is a fairly standard action game in which you must escape from a many-leveled dungeon in order to rescue a princess. There are plenty of puzzles to solve, including floors that crumble beneath your feet and iron gates that open or close when you step on certain panels.

Another twist is that you have only one hour to rescue the princess, and the game counts down your time as you make your way through the dungeon. You can save a game in progress, but only after reaching the third level.

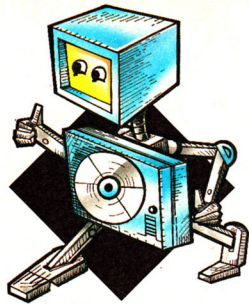
The realistic animation can take some getting used to, however. Since the arm and leg motions of your character are so natural, they don't always respond instantly to the joystick. For that reason, you should keep pressing the joystick in the desired direction until the action is completed.

For example, if you move the stick upward to jump and then release it too soon, the jump may not come off quite right, and you'll find yourself in a crumpled heap at the bottom of a pit. Hint: Try using the keyboard instead of the joystick. I was able to make good running jumps by holding down the left or right arrow key, and then pressing and holding the diagonal-up key at the same time.

GP

One of the most astonishing pieces of recent game news was NEC's announcement that nearly half of the 1991 releases for the TurboGrafx-16 will be on compact discs, not cartridges. What's so astonishing about this news is that there aren't all that many TurboGrafx-CD players in use. (At least, not outside of Japan, where a few hundred thousand players have been sold.) But it becomes less astonishing when you stop and think about how CD games can help make the TurboGrafx more popular.

Keep in mind that a single CD can store as much information as 2,000 average game cartridges. NEC appears to be using this vast storage capacity in four ways. First, CD games can include lengthy

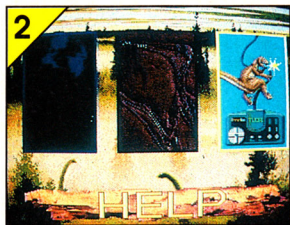


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CD Invasion Begins

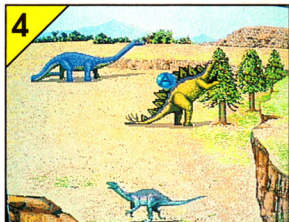
Neil Randall

animated story sequences, as seen in *Valis II* and *Ys Books I & II*. Second, CDs can offer far superior sound, such as high-fidelity background music. Third, CDs can include lots of digitized speech, which adds a new dimension to videogames. And fourth, CD games can be much, much larger than cartridge games, as seen in Accolade's *Jack Nicklaus Turbo Golf*. The cartridge version has only one golf course, while the CD version



has five courses, plus other additional features.

So far, however, TurboGrafx-CD games haven't made the most of this potential. Even though *Ys Books I & II* contains two role-playing adventures rather than one, and even though the opening sequences for each adventure are long and attractive, the game wouldn't have been much different if it had been released on one or two cartridges. Similarly, *Valis II* has some attractive graphics, but



it's still basically an action game with little new to offer.

But now we're seeing strong evidence that things are beginning to change. In January, at the Winter Consumer Electronics Show in Las Vegas, we played a nearly finished version of *Sherlock Holmes: Consulting Detective*. This CD-based murder mystery draws new boundaries for what's possible in a videogame. (See the "Turbo Players" column in last month's issue of *Game Player's*.) And recently we got our hands on a pre-release version of another breakthrough CD: *Magical Dinosaur Tour*.

Magical Dinosaur Tour is not really a game, but rather a colorful,



1 *Magical Dinosaur Tour*: The opening menu offers a number of choices. Use the game controller to highlight the option you want.

2 On the Guided Tour screen, the menu on the right offers help for those who aren't yet familiar with the program.

3 You can start your tour in any time period and on any continent. The continents change as you work your way through the different periods.

4 Move the pointer to the dinosaur you want to learn about. The "A" pointer means there's an animated "movie" to watch about this dinosaur.

1

The "library" contains such information as a comparison of skulls in one class of dinosaurs. There's a wealth of similar detail in this program.

2

Also in the library is a picture and a data file for every dinosaur in the tour.

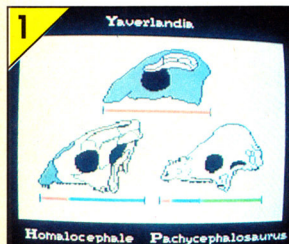
3

Final Zone II: You start the game in the role of Captain Bowie, but later you can switch to other soldiers. To win, you must fight your way through the entire island.

4

It's two against one, and the explosives are deadly. Change positions often to avoid getting slaughtered.

interactive encyclopedia of information about dinosaurs. And since dinosaurs are fascinating to people of all ages, this is an excellent choice for the first non-game release for the TurboGrafx-16.



Magical Dinosaur Tour mixes graphics, music, sound effects, and digitized speech to give you a seemingly endless amount of detail about dinosaurs of all kinds and from all eras. The digitized voices of male and female speakers tell you just about everything you want to know, from an overview of Earth's prehistoric periods to a description of each dinosaur known to science. You can find all of this information by following a series of point-and-click menus, and all of it is fascinating.

In one menu, for instance, you begin by choosing which time pe-

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riod you want to examine. Each period has a map of the world's continents as they existed back then. You can watch the continents drift into their current arrangement, compressing millions of years into a few seconds. After you select a continent, a scrolling screen shows all of the dinosaurs which used to live there.

As you move a pointer from dinosaur to dinosaur, it changes to either a book or an animation symbol. The book symbol yields a well-rendered picture of the dinosaur, along with data and descriptions (which can also be viewed on a

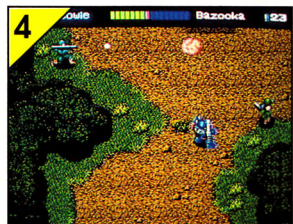


separate screen). The animation symbol gives you a look at the dinosaur in action. If the action calls for relatively gory detail — as in the case of a meat-eating predator — you even get a bit of the gore.

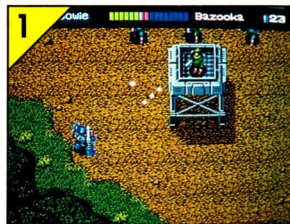
The library menu takes you right to the pictures and information about the dinosaurs. Although each sequence begins with a full-color drawing of the creature, the

information is offered in many different ways. For some dinosaurs, there's only a paragraph or so of information. But for others, such as the *Tyrannosaurus*, you get detailed looks at the creature's skull and its complete skeleton. The *Brontosaurus* description shows the habitat of the many different sauro-

pods. (By the way, as *Magical Dinosaur Tour* points out, scientists don't use the name "*Brontosaurus*" anymore; what a disappointment for fans of *The Flintstones*!)



Another menu leads you to miscellaneous information about dinosaurs — everything from dinosaur eggs to dinosaur dung. And another option lets you call up various "top-three lists": the three heaviest dinosaurs, the three fastest, the three longest, the three strongest, and even the three smallest. For instance, the *Tyrannosaurus* was indeed the strongest meat-eater. But new dinosaurs are



discovered the list is bound to change.

As new information about dinosaurs is uncovered, NEC could simply issue revised CDs to keep up-to-date. One advantage of CDs is that they cost much less to manufacture than cartridges, so updates can be offered at a reasonable price.

1

No fair! The enemy on top of the platform has a direct bead on Bowie, while three others run up to join the fight. This will take some dancing!

2

Keep on your toes to get by this tank, and don't let anything stop you from firing. Speed and accuracy are important here.

3

Grab this health power-up — it will heal your wounds.

4

These guys attack after you get past the barracks. Watch out for their bazooka fire — it can wipe you out very quickly.

Magical Dinosaur Tour is the most significant TurboGrafx-CD released so far. It finally reveals the potential of CDs and dramatically shows that a videogame machine can educate while it entertains.

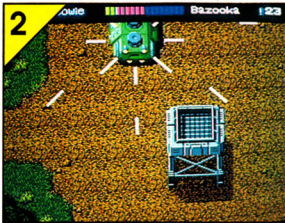
Final Zone II

Another new CD release from NEC is *Final Zone II*, a military shoot-em-up. Unlike *Magical Dinosaur Tour*, however, *Final Zone II* doesn't do a great deal with the CD format. Aside from a colorful opening sequence, a few transitional scenes, and the musical soundtrack, it

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probably could have been done on a cartridge.

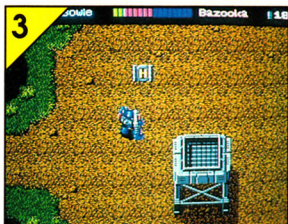
At the beginning of *Final Zone II*, you take the role of Captain Howard Bowie, the commander of the Federal Army's premier fighting force. The world has been almost completely overrun by an enemy force known as ZOD. The evil ZOD has destroyed your spy satellite and now wants to destroy you.



Luckily, you've managed to find one of ZOD's New Age Power Suits. With the help of this suit, you're about to take on the whole lot of 'em all by yourself.

The game has seven stages, each more difficult than the last. In stages 1 through 3, you play Captain Bowie, but starting with stage 4 you can choose another Federal Army soldier. The action scrolls down the screen vertically instead of horizontally as in most other games.

Each soldier you play has both a primary and a secondary weapon. Button II controls the primary weapon, and Button I fires the secondary weapon. For instance, Captain Bowie's primary weapon



is a rapid-fire Vulcan Phalanx gun, while his secondary weapon is a bazooka. Another soldier, Hanna Franks, has a laser beam launcher as a secondary weapon, while Randy Hanson carries both a laser beam turret and a missile launcher. Other soldiers have different weapons, and each character has a different New Age Power Suit as well. As you destroy enemies, you can pick up more ammunition and replenish your strength.

Final Zone II is fairly difficult from the beginning and gets even more challenging as it continues. As a straight shooter, it's enjoyable and very addictive.

But while there are plenty of good action games for the TurboGrafx, there's only one *Magical Dinosaur Tour*. So the thumbs-up this month goes to the great lizards of old, and let's hope we see more products just like it.

GP

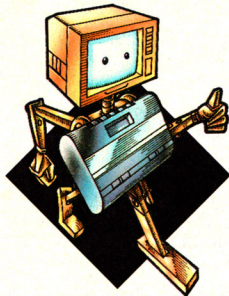


WarBirds is a breakthrough. Not only is it the best air combat game available for any hand-held videogame system, but it's also among the best air combat games for *any* videogame system, *period*—including full-size home consoles!

What makes *WarBirds* so special? It's the first and only true flight simulator made for a home videogame machine. Other flight games for home videogame systems use what is sometimes called "railroad-track programming." Although you seem to be flying an aircraft through the sky, you don't really have the same freedom to maneuver as a real pilot.

For instance, in Sega's *Afterburner* (both the home and arcade versions), your jet can fly in only one direction: straight ahead. You can seem to veer left or right, but it's just an illusion. No matter how long you steer in either direction, you can never reverse course and fly back where you've been before. Nor can you freely perform aerobatic maneuvers, such as loops or rolls. In effect, your "aircraft" moves along a predetermined path, like a train on a railroad track.

But *WarBirds* is a true flight simulator, much like those for personal computers. You're in complete control and can perform almost any maneuver you could in a real World War I biplane. You can climb, dive, turn, loop, and roll. If you fly over a barn and then turn around and fly back, you'll



ATARI SAFARI

WarBirds

Tom R. Halfhill

1 The animation in *WarBirds* is so smooth that it outperforms most flight simulators on all but the fastest personal computers.

pass over the same barn from the opposite direction.

In fact, the simulation is so realistic that it even considers the inertial effect of the rotary engine. Because the engine spins clockwise (as seen from the cockpit), the plane can turn faster to the right than to the left, just like a real WWI plane.

You've also got multiple views—another videogame first. The forward view from the cockpit is standard, but by holding down the B button and pressing the directional pad, you can look left, right, straight up, or directly behind your plane.

In addition, you can look down into the cockpit to check your in-

struments. There's an altimeter, an airspeed indicator, a compass, and an oil gauge, and all of them really work.

There are a few unrealistic features, however. The most glaring omission is the lack of a throttle. You can speed up or slow down by climbing, diving, or turning, but the only way to independently adjust your thrust is to temporarily shut off the engine. Also, *WarBirds* lets you perform some radical maneuvers (such as outside loops and high-speed power dives) that would tear apart the flimsy wooden airplanes of WWI.

Still, there's a considerable amount of detail in *WarBirds*. Before you begin your flight, you can pick from six different missions and several options. You can decide how much damage your plane will absorb before crashing, how much ammunition you'll carry, whether midair collisions will be fatal, and how many lives you'll start with.

If you run out of ammo, you have to land your plane to get more. Landing isn't easy, but it's not nearly as difficult as in some computer flight simulators. After you've landed, a ground crew reloads your machine guns and waves goodbye as you take off.

You can play *WarBirds* alone or use Comlynx cables to hook as many as four Lynxes together for wild multi-player battles.

If you're addicted to nonstop action, though, *WarBirds* may not be the game for you. It's so real that sometimes whole minutes go by without a shot being fired, as you roam the skies searching for an elusive enemy.

But if you'd like to experience the freedom of a pretty realistic flight simulation and the challenge of air combat, *WarBirds* is the best. It simply blows everything else out of the sky.


GP

NINTENDO GAME
OF THE
MONTH

Richard Lashley

ROBOCOP

III

The cover art features RoboCop in his iconic blue armor, standing in a dynamic pose with one leg forward. He is holding a black handgun in his left hand. The background is a dark, cracked, and textured surface, possibly a wall or ground, with a bright light source behind him, creating a silhouette effect and highlighting the details of his armor.

In the not-so-distant future, a highly addictive drug called Nuke is poisoning Detroit. People addicted to Nuke will do anything—even kill—to support their habit.

Because of Nuke, a crime wave bordering on anarchy is sweeping the city. To make matters worse, the police are on strike. Detroit is tearing itself apart.

Enter RoboCop, an armor-plated law enforcer. Originally a human policeman named Alex Murphy, he was severely wounded by criminals and was rebuilt as a *cyborg* (cybernetic organism) — part human, part machine. RoboCop is the high-tech answer to Detroit's high crime rate.

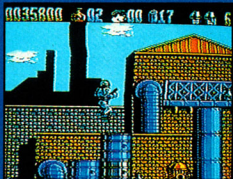
In his first adventure, RoboCop thwarted a criminal conspiracy headed by Dick Jones, an executive of the O.C.P. corporation. O.C.P. wanted to build a whole police force of robotic cops that would eventually take over the city. RoboCop fought his way to O.C.P. headquarters and defeated Jones.

Now RoboCop faces a new enemy: Cain, the psychopathic mastermind behind the development of Nuke. Cain revels in the chaos he's wreaking on Detroit. Like a wildfire, Cain's drug is consuming countless lives.

In *RoboCop 2*, you stomp on cylinders of Nuke and arrest criminals in 16 stages of armor-piercing action. You must destroy a lot of Nuke and meet your arrest quotas (and survive) before facing the elusive Cain for a final showdown.

But Cain didn't become a master criminal by being careless. He won't be an easy prey. Each stage has metal crushers, magnetic booby traps, and many other barriers that stand between Cain and the armor-plated arm of the law — RoboCop.

Data East, 1850 Little Orchard Street,
San Jose, CA 95125



To finish each stage, you must stomp on at least 60 percent of the Nuke and arrest 60 percent of the "arrestable" bad guys (their faces blink and a whistle sounds). In stage 1, jump on these barrels to reach more criminals and Nuke canisters.



The only easy thing in this game is getting rid of Nuke — just step on it.



These barrels on the banks of the River Rouge are slippery. Be careful, because RoboCop's immense weight makes him slide after he lands from a jump. Learn to gauge how much force to use when jumping.



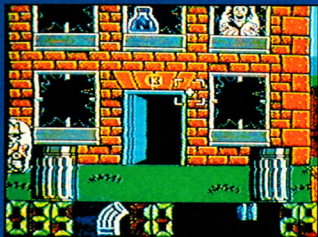
Before each stage begins, a "Zone Report" tells if there's a bonus area hidden in the stage — but it *doesn't* reveal the location. In stage 1, enter the bonus area in front of the eighth building complex.



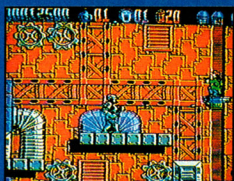
The bonus section in stage 1 is in the sewers of Detroit. The slime down there is very slippery, so be careful when you jump.



At the end of each stage, a screen shows how much Nuke you destroyed and how many arrests you made. If you don't make your 60-percent quotas, you're sent back to a target range for practice.



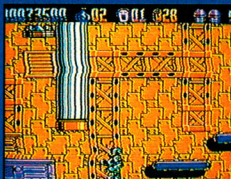
The only strategy at the target range is to shoot — and shoot fast. Your reputation as a police officer is at stake, so blast as many thugs and Nuke canisters as possible within the time limit.



In stage 2, take control of the elevators by blasting the goons who are riding them.



It's hard for your robotic feet to keep up with these conveyor belts. Jump down and arrest the guy at the bottom of the screen, then look for an easier route.



Cain would love to see you smashed into a small cube, and his Crusher traps can mangle your high-tech armor like an aluminum can. Step around or leap over the crushers to avoid being flattened.



Your armor is tough, but if you step on these grinding gears, you'll suffer more than just a dent.



If you're careless enough to stroll into this bolt of electricity, it zaps away your energy.



Making an arrest isn't always easy. You must use this elevator to reach the suspect at the top of the screen. Remember, RoboCop slides when he lands, so there's no room for mistakes on these small platforms.



ZONE REPORT
ON HOVER PADS,
USE BUTTON B TO
FIRE THE RETRO
ROCKETS

THE HOVER PAD CAN
GIVE ACCESS TO A
HIDDEN NURE STORY

Between stages, the Zone Report informs you about your next mission and any new weapons or equipment you'll get, such as the hover pad in stage 3.



Magnets can easily hoist your metallic body. Use these magnetic lifts to reach the Nuke in the lofty rafters of the River Rouge Complex.



The hover pad (controlled with button B) is difficult to fly. But if you don't master this skill quickly, you'll get toasted in this high-voltage trap.



Numerous booby traps block the exit of stage 3.

CAME OVER, PLAYER 1
ROBOCOP IS TAKEN AWAY
FOR CALIBRATION
BUT HE WILL TRY AGAIN!!



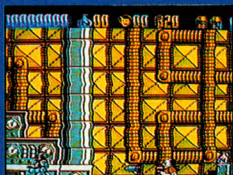
If RoboCop falls victim to one of Cain's traps, he's sent back to the shop for repairs.



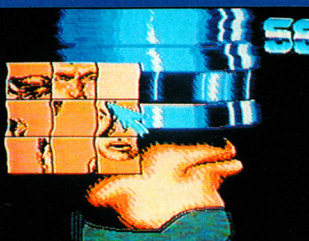
Outside the Sludge Plant, use the surroundings to your advantage. These barrels are a makeshift ladder to the weapon power-up in the upper left corner of the screen.



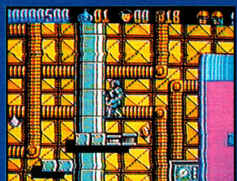
The skyline of Detroit holds many dangers. But snipers in the windows and treacherous jumps are part of just another day at the office for RoboCop.



In the Sludge Plant, dodge the rockets this punk launches at you, then walk to the floor tile at the far left corner. Press down on the control pad to enter the bonus screen.



This bonus round is a puzzle. Help Robocop rebuild the image of his former identity — policeman Alex Murphy.



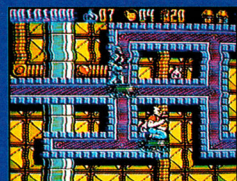
High-tension spring platforms can bounce Robocop into the air. Whenever possible, use them to launch yourself over difficult obstacles.



Stomp on all the Nuke in this chemical vat, then quickly get out. Those little whirlwinds can knock you off the slippery ledges.



The circling platforms allow you to squeeze off a few rounds at thugs in hard-to-reach places.



These rail-riding platforms take you past Nuke canisters and enemies firing rockets. While destroying the Nuke cans, don't forget to dodge the rockets and the stray platforms that try to ram you.



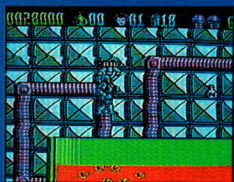
In stage 6, your energized pistol becomes much more powerful, firing a spread of four shots that hits enemies above and below you.



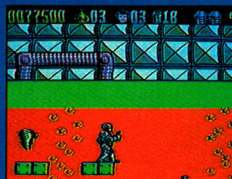
Jump down here to stomp on the Nuke and grab the invincibility power-up. For a short period of time, no weapon or enemy can harm you. (But you can still fall off a ledge.)



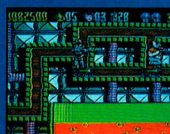
Be extra cautious through here. The gushing fire hydrant at the far right causes Robocop to slide a lot.



Nuke HQ offers a new mode of transportation — the Grabber. To use it, get directly beneath the Grabber and jump. To release yourself, press button A.



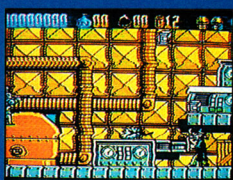
To reach this Nuke, you must dive into a bubbling vat. The footing is tricky, so be careful when you jump.



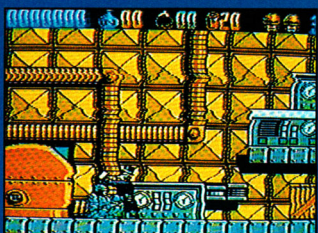
After shooting an enemy on these rail platforms, move away fast — the enemy's platform will try to ram you.



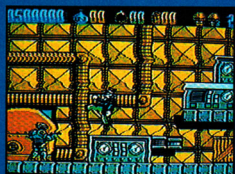
Nuke HQ isn't even a nice place to visit. Screeching rockets and floating orbs are a constant nuisance.



You finally battle Cain in stage 8. He fires energy bolts at you, so stay in the far left corner, shooting and jumping.



Cain is ready to go blow for blow against your body armor. To defend yourself, kneel down and pound his knees.



Knock Cain backward, then finish him off with a short burst of pistol fire. But your mission isn't over. You can bet your iron boots he'll be back — and in a different form.



Grab this weapon power-up on the first floor of the Civic Centrum. You're going to need lots of power — on the roof is an evil robocop named Robocop 2, and it's controlled by Cain's brain. It has powerful weapons and the latest composite armor.



It's a long battle up to the Civic Centrum's roof. This laser fires a devastating energy bolt that can fry you with one hit.



This building contains one of the most difficult obstacles you've encountered — angled elevators. You'll need split-second timing to get past them.



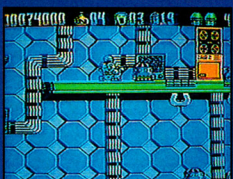
An ED-209 robot protects this criminal. The ED-209 has the firepower to blast Robocop into sizzling microchips. Don't even bother making this arrest if you don't come down blazing.



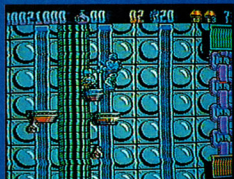
Stomp the Nuke in front of this laser by jumping on the platform nearest the gun. If you learn the laser's firing pattern, you can jump down on the Nuke without suffering a hit.



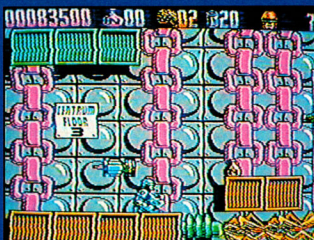
Just getting by one of these slanted elevators is difficult, but three of them are a tremendous test of your computerized agility.



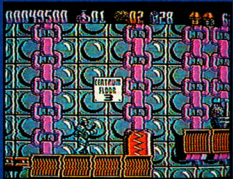
Once you're past the three slanted elevators, be ready to blast this annoying little robot.



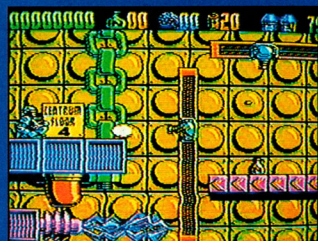
In stage 11, you have to arrest pieces of Cain's brain. You'll find one of them on these floating stairs. When you jump to this step, be sure to land squarely on top of the brain, or it will bounce you off.



After you're past the floating steps, immediately kneel on this ledge. A rocket will hurtle toward you, and it's powerful enough to nail you to the wall.



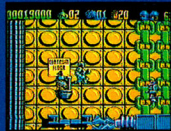
Watch out for the steel jaws that chomp through the floor.



Laser guns mounted on tracks greet you on the Civic Centrum's fourth floor. Dodge these lasers by kneeling, then destroy them with your pistol.



Be sure to dodge this rocket near the beginning of stage 12. If you don't, it takes you on an express ride to your death.



Cain's brain (behind Robocop) is easy to arrest. But if you're not careful, the crackling bolts of electricity you're jumping over might liven things up a bit.



In stage 13 you finally climb to the rooftop of the Civic Centrum, where you'll face Cain. But there's still an entire stage of space-age menaces to defeat before the final battle.

SEGA GENESIS GAME OF THE MONTH



Sega of America, 573
Forbes Blvd., P.O. Box
2167, South San Fran-
cisco, CA 94080.

Chris Slate

When last we saw Joe Musashi, he was hanging up his Shinobi uniform and leaving New York after a triumphant victory over the Neo Zeed in *The Revenge of Shinobi*. His trip home gave him time to relax and recuperate from his dangerous adventures. Little did he know how important it would be for him to be in top condition upon his return to New York.

During Shinobi's absence, a

new terrorist organization known as the Union Lizard emerged. These ruthless criminals committed outrageous acts of violence and anarchy, even taking an entire school full of children hostage. Shinobi's former student, Kato, tried to save the children. He quickly fell before the might of the Union Lizard. Poor Kato didn't leave behind any family — only Yamato, his faithful dog, who was

apparently named after a famous World War II Japanese battleship.

Now it is Shinobi's turn. With Yamato's help, he must penetrate the sanctuary of the evil Union Lizard and save the children. The terrorists have guns, knives, and swords, and they have Shinobi drastically outnumbered. But Shinobi has years of martial arts training, and — better yet — his fearsome ninja magic.



When Shinobi begins his adventure, a fire is rapidly spreading through the city and igniting everything in its path — even the toxic waters in the sewers. Keep an eye on this manhole, because the underground pressure blows it into the sky.



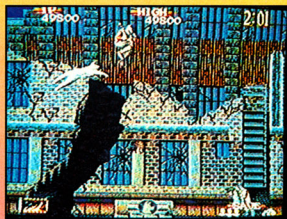
Practice using Yamato, your dog. He'll bark to warn you when an enemy is near, even if the bad guy hasn't yet appeared on the screen. And sometimes he bites an enemy to distract him for you.



Terrorist bombs are shattering the buildings in stage 1-2, raining tons of debris on you. But this happens only twice in the entire stage, and the fragments never drop in the same spot more than once.



The enemy with two shields at the bottom right is a formidable opponent. He can't be harmed when he's in his defensive position. Get in close enough so he throws a shield at you, then attack him with Yamato.



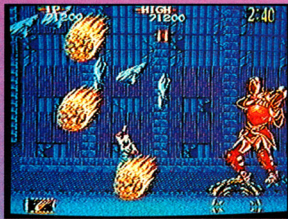
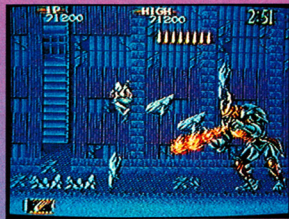
Things get worse when you reach the middle of stage 1-2. Strong tremors begin to rattle apart the battered buildings. When the screen starts to shake, prepare to leap for your life.



Near the end of stage 1-2, a second wave of rocks will begin falling. Stay against this wall to avoid them, and continue moving toward the next stage.



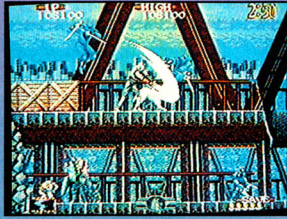
The final hostage of stage 1-2 is heavily guarded by enemies. Jump to the level above them and then drop down from behind. Quickly attack the soldier with your sword, then use throwing stars on the shield warrior.



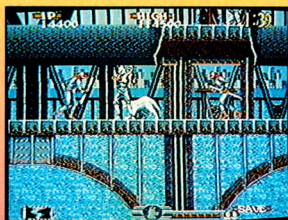
The Enemy Alde (stage boss) of level 1-3 is known as "The Stomper." He crumbles the buildings around you and shoots flames. Crawl under his fire while dodging the pieces that drop from the collapsing structures. His weak spot is his face, so fire as many shots there as possible. If you are caught in a pinch, use your ninja magic — it will destroy any fragments or flames that may be about to hit you.



After clearing a stage, you'll get a chance at a bonus stage. Stay about an arm's-length away from the wall on the right while shooting as fast as you can. Scoring between 48 and 50 ninjas will win you one, two, or even three extra lives.



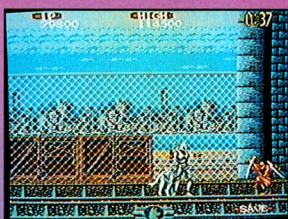
In stage 2-1, "Battle on the Railway," Shinobi faces his arch-adversaries — evil ninja assassins. When the blue ninjas run at you, aim for their legs to cut short their charge.



These enemies use their swords well, remaining motionless and blocking your shuriken with ease. When you come closer, however, they'll charge at you. Take advantage of this by aiming at their legs.



Two enemies hear you coming and leap from behind the crates to surprise you. But after they blow their cover, they're easy pickings.



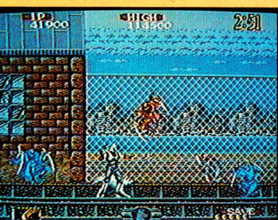
Just before you exit stage 2-2, a red ninja appears. Don't be caught unaware by this ambush or you'll end up back at the beginning of the stage. Inch forward to trigger his attack, then fall back to fight him.



In stage 3-1 are a couple of enemies who swirl up into a ball and charge at you. Keep your distance — they won't attack if you're not close to them. Wait until the exact moment when each enemy stops spinning, then attack him with Yamato.

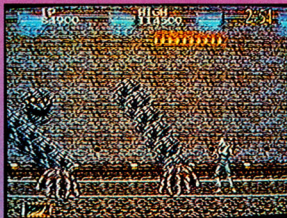


At the end of stage 2-1 is the red ninja assassin. From here on, he'll become your most challenging enemy because of his deadly leaping sword attack. Wait until he jumps, then fight him at his landing spot.



Enemy ninjas pile on, seemingly without end, in stage 2-2. Sometimes they attack four or five at a time. Watch out for the red ones — while the others have you distracted, the red ninjas take their fight to the air.

Just past the crate is a spot where you'll probably have to use your ninja magic. Three or four ninjas attack you, along with soldiers and other enemies. Wait until they've all appeared, then let 'em have it.

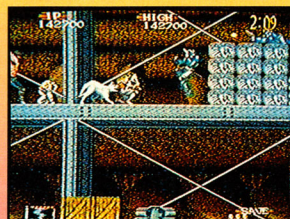


The Enemy Aide in stage 2-3 is called "Mirage" because you never know where he'll appear next. He teleports around the room, pausing only to reach out and crush you. As soon as his face begins to appear, move as far away as possible. He won't be able to stretch his arms far enough to harm you, and you can shoot at his head before he disappears again.

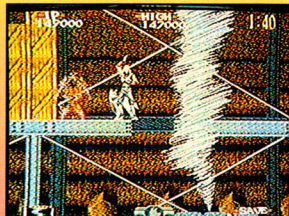




When you leap over this crate, two green ninjas will drop down behind you. After slashing the enemy on the left, quickly cut back to the right. The green ninjas will land in front of you, and you can attack from behind.



When you try to rescue this hostage, you'll suddenly be surrounded by enemies. Attack the soldier on the right first, then hop back down to the level below. Next, leap up close to the shield warrior on the left.



The terrorists use this hostage to lure you into a corner as two ninjas blitzkrieg from the shadows. Now's a good time for some ninja magic.



The last hostage in stage 3-1 is well-guarded. First, leap up to the soldier on the left and use your sword against him before he can fire a shot. The shield warrior on the right will immediately attack, so be ready to quickly jump back down.



Just before you reach the exit in stage 3-1, ninjas start popping out from everywhere in a last-ditch effort to stop you. If you approach the exit more slowly, you'll trigger only one or two at a time.

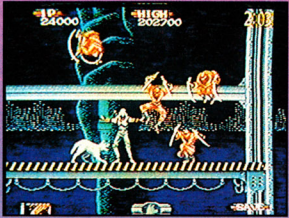


Stage 3-2 is short, but difficult. Occasionally this attack chopper will greet you with its twin machine guns. You won't be hurt if you leap through the bullets' line of fire, but don't get caught on the ground.

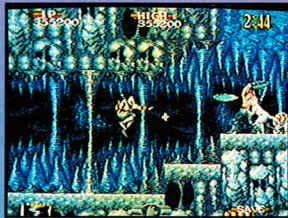


When you pass the Statue of Liberty's head, you'll be ambushed by four red ninjas and the attack chopper. Try to carry the fight toward the right side of the screen so you can jump left over the machine-gun fire.

The last enemies of stage 3-2 attack when you reach the statue's torch. Save your ninja magic during this stage so you can unleash it here.



The Enemy Aide in stage 3-3 is named "Blade," and for good reason. Her saw blades won't begin to cut toward you until a few seconds after she throws them, so time your jumps accordingly. She's vulnerable just when she begins to toss a blade—aim your shots at her head.



Since this shield warrior in stage 4-1 doesn't want you to come any closer, send Yamato to greet him. While they are having a pleasant romp, hurl a few well-placed shuriken.



Numerous enemies await at the top of these stairs. Grab the hostage on the right and stop just in front of the shield warrior. Then use your ninja magic to clear a path down the opposite set of stairs.

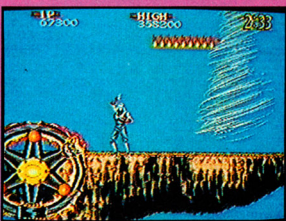
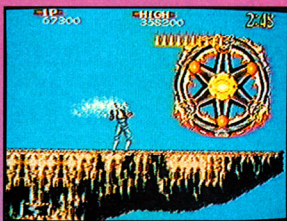


After rescuing the last hostage in stage 4-1, you'll be trapped with nowhere to run as red ninjas charge from both sides. Leap to the right and kick them in midair, then head for the exit as soon as you land. Don't fight them any more than you have to.

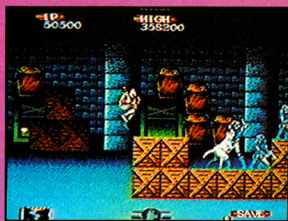
The enemies in stage 4-2 forgot to pay their light bill, and that's bad news for you. It's easy to lose your attackers in the shadows and get killed by someone you never knew was there. Use Yamato to sniff out the ambushes while you sit back and play it safe.



Red ninjas are a big problem in stage 4-2. Try to lure them into the light where you're on equal terms. If you lose one in the darkness, keep moving. Sooner or later he'll land, and you don't want to be around when he does.



The Wheel of Fire awaits you at the cave's exit in stage 4-3. It's easy to defeat once you learn its pattern — it flies circles around you, occasionally stopping to hurl fire across the screen. Jump up and shoot the wheel at the exact moment it stops moving. When the wheel is down to its last few hit points, finish it off with tornado magic.



Stage 5 is without a doubt the longest and most challenging stage in the game. It's divided into a number of rooms, each guarded by a unique set of bad guys. For instance, the first room has a number of snipers. This is a good place to use Yamato.



The three stooges guarding the exit usually fire in order. When the one on the end shoots his third bullet, send in Yamato to create some confusion. Then deliver three knockout blows and proceed to the next room.



When you walk between these two crates, several enemies will drop down around you. Cut the ones on the left with your sword just before they hit the ground. Then whip around to the ones on the right.



Several enemies will attack you while you're in the gap between these crates. Just stand still and swing your sword as they pile on from above. Your courageous efforts will earn you an extra life.



At the exit from room 2, you'll be knocked around by repeated charging attacks. Either use your ninja magic, or crouch down with your back to the bottom crate and defend yourself with your sword.



Room 3 is filled with green creatures who try to leap on you. Run straight to the right until you're against the crates, then face left and attack all the enemies you alerted.



These creatures will try to trap you between the crates. Move to the right, then cut back and skewer them with your sword. The creatures on the left will leave behind an extra life.



Just about the only way to survive this attack is to use ninja magic. But if you're pretty quick with the controller, you might try crawling to the right while clearing the way with your sword.



Room 4 is the toughest of all. You must face the diabolical red, blue, and yellow ninjas that were headaches earlier in the game. Fortunately, their attack patterns are the same every time you play.



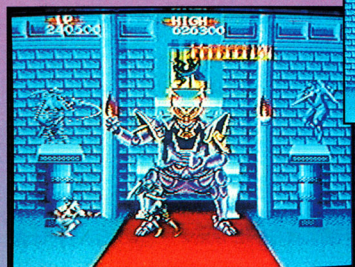
The hostage sitting on the middle crate is the bait for a trap. As soon as you free him, you'll be ambushed from all sides. Quickly leap atop the blue ninja on the right and then bounce onto the nearest crate. Ninja magic would be a good idea here.



In room 5, you'll face the gray ninjas. You can't tell which ones will jump and which ones will charge, because they all look the same. Near the door, two of them will come running at you. Rush forward to meet their attack with a midair kick.



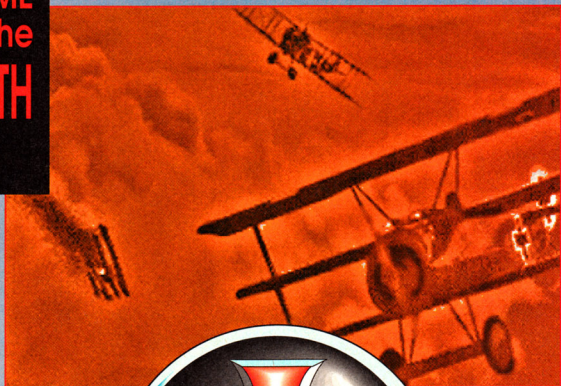
These ninjas have no intention of letting you through the door. Even Shinobi can't beat them all, because each one takes three hits to kill. Once again, it's time for ninja magic—don't leave home without it.



When you finally enter the Union Lizard's throne room, you'll be ambushed by gray ninjas. Some will roll at you, while others use the regular jumping attack. After you beat a few of them, the Union Lizard begins shooting flame into the sky. But this reveals his weak spot—a tiny spot on his neck! Defeat him to restore peace once and for all.



COMPUTER GAME of the MONTH



William R. Trotter

With at least five major games released in the past year (and with more to come), the field of World War I flight simulators is suddenly rather crowded. There are several reasons for this spurt of popularity, including the mystique which now surrounds the flying aces of that era, the joystick-and-gunsight simplicity of the flying machines, and the ability of today's computer graphics to put game players into the near-equivalent of their own private movie.

Red Baron, from Dynamix, is one of the best WWI flight simulators we've seen. Not so long ago, flight simulators came in only two categories: "easy" (with compromises in realism), and "hard" (with realism purchased at the cost of steep learning curves, complex controls, and instructions that seemed to demand a degree in aeronautics).

Red Baron, by contrast, is *both*, with many fine gradations in between. Dynamix designed *Red Baron* so you can jump right in and fly exciting missions within minutes of loading the game. Later, as

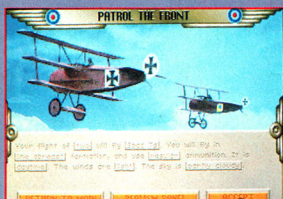
your expertise and confidence increase, you can gradually add new elements of realism. Every variable element of every mission can be adjusted from novice to expert level.

You can start by adding realistic weather — the screen turns gray when you fly into clouds, and flares blindingly if you fly toward the sun. Then you can graduate to realistic machine guns that frequently jam and carburetors that sometimes freeze at high altitudes. The ulti-

mate challenge is to opt for realistic flying characteristics, which means your animated Spads and Fokkers will fly just as quirkily as the real things. If you forget which era you're flying in and plunge your aircraft into a steep power dive, you might even tear off your wings.

Red Baron offers a wide variety of single missions. (Try the balloon-busting patrols to see plenty of fireworks.) But most players will want to try "career mode," which allows you to enlist in either the British Royal Flying Corps or Germany's Imperial Air Service. Once enlisted, you fly missions until either your luck runs out (a fairly common occurrence) or the war ends. You may join up early in the war, when the aircraft were flimsy indeed, or later on, when both the machines and the tactics had become fairly sophisticated.

For the ultimate challenge, however, nothing beats a man-to-man duel with one of the simulated historical aces. You can fight the Red Baron, or the young Hermann Goering, or one of the deadly Allied



Along with its many user-controlled variables, *Red Baron* offers a wide-ranging basic menu of options.



You can serve in the German Imperial Air Service (note the arrogant Prussian tilt of the jaw!), or the British Royal Flying Corps (and look like the hero of a *Masterpiece Theatre* episode).



You'll be assigned to an aerodrome near Metz, Verdun, or Paris. If for some reason you don't like the squadron to which you're assigned, transfers can sometimes be arranged.



In career mode, you can either start flying in 1916 with primitive aircraft, or enter the war in 1917 or 1918, when both the planes and the tactics had become more sophisticated.



If you become an ace, the high command may let you customize your plane — as French ace Georges Gwynner did with his bright-yellow Spad.

aces, such as Georges Gwynner.

The instructions offer a wealth of tactical advice, including sketches of the various aircraft and Zeppelins, complete with diagrams showing the arcs of fire of their machine guns and the safest angles of attack.

Among the many thoughtful features in *Red Baron* is a flight recorder. Not only can you "video-tape" any mission and replay it from virtually any angle you choose, but you can also stop the tape and jump back into the mission at any point. It's fun, but it's also a valuable learning tool. You can try different maneuvers in varying situations just to see what happens.

Both the graphics and the sound

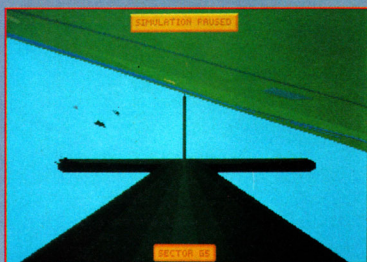
are state-of-the-art. Tracers, trenches, cloud banks, and flak bursts are all rendered with gratifying realism. The sense of soaring through a vast and dangerous void, alone and with only primitive instrumentation, is quite exhilarating. Particular care has gone into creating an illusion of three-dimensionality.

If you have an optional sound board (*Red Baron* supports no fewer than five), you'll enjoy the extra realism of engine noises, machine-gun fire, the sharp "Spang!" of enemy bullets shattering one of your wing struts, and the metallic thump as your own bursts strike an enemy plane. There's also a truly stirring sequence of back-

ground music that accompanies the game's handsome opening credits.

Dynamix has provided excellent instructions in a thick reference book that's ring-bound, so you can fold it flat without damaging it. The book is crammed with rare photos, detailed historical background, tactical doctrine, and lovely color plates of the major types of aircraft you'll encounter.

Red Baron has obviously been produced with the greatest care and imagination. You can dabble with it, flying a mission or two when you have a few moments to spare, or get utterly involved in a long career as an ace. Either way, *Red Baron* is one of the best flight-combat games to come along in many a season.



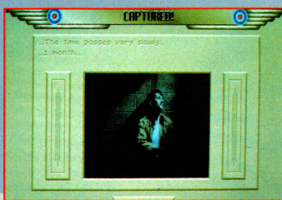
If you see an unfriendly aircraft on your tail, take evasive action immediately.



Some crashes are lethal, but your chances of survival increase if you manage to land a damaged plane, even behind enemy lines.



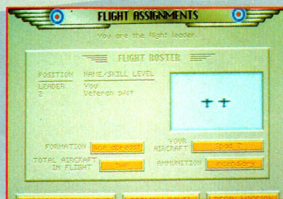
You may have to spend some game time in a hospital, recovering from your wounds. But it could be worse — you can also end up in a prisoner-of-war camp, from which you may escape in time.



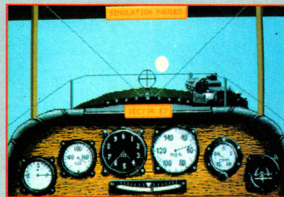
Enemy balloons are lucrative targets, but you're bound to encounter heavy concentrations of anti-aircraft fire, known as "Archie" in World War I.



Some of the more impressive aircraft are the big, ungainly bombers. Escorting friendly bombers — or stopping hostile ones — are two of the most interesting types of missions.



The flight-assignment screen shows the particulars of each mission. Hint: To automatically maintain formation during long patrols, press the time-compression key.



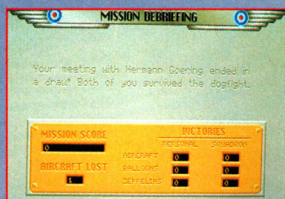
When you play on the "realistic" setting, forces of nature can be a major factor. Planes can hide in clouds or attack out of the blind-sun.



All of the historical aces quoted in the manual agree on one thing: Get as close to the enemy as possible before opening fire with your machine guns.



When attacking bombers, such as this lumbering German Gotha, aim for the engines. The wooden airframe can absorb lots of hits, but the machinery cannot.



After each mission, you get a complete breakdown of results as well as a summary of your success or failure.



When you opt for realistic weather and then fly into a cloud bank, the screen will turn gray and your visibility will be greatly reduced.



Balloon-busting leads to a lot of fireworks when your incendiary bullets pierce gas bags full of flammable hydrogen.



When hunting Zeppelins at night, look for flares from friendly lines. They indicate that someone on the ground has spotted the behemoth. Then try to gain enough altitude for a diving attack — the only angle that avoids the Zeppelin's formidable defensive guns.



You can record your mission, play it back from any viewing angle, and even jump in and take control of your aircraft if you suddenly have a bright idea for new tactics.

Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory; 256-color VGA graphics required; hard disk and joystick optional but recommended; mouse optional; supports Roland MT-32, PS/1, LAPC-1, Ad Lib, and Sound Blaster sound systems. Dynamix/Sierra On-Line, P.O. Box 495, Coarsegold, CA 93614.

GP

GREMLINS 2

THE NEW BATCH

SPECIAL
STRATEGY
FEATURE

Richard
Lashley

THEY'RE BACK!

The Gremlins — demonic, yet strangely charming — are at it again. The fiendish Mohawk and a host of his friends are waging a war of murderous mischief against the lovable Gizmo and a high-tech office tower in New York City.

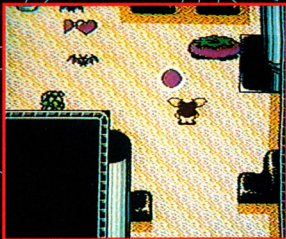
Much has happened in the six years since the Gremlins' last reign of mayhem in the small town of Kingston Falls. Billy Peltzer, Gizmo's childhood friend, has grown up and is a commercial artist in New York. The mysterious Mr. Wing, who originally sold Gizmo to Billy's father, has passed on, and his Chinatown gift shop has been torn down. In its place stands the towering Clamp Centre, a modern office building owned by billionaire Daniel Clamp.

The plot thickens when Billy gets a job at Clamp Centre and discovers that Gizmo is a cap-

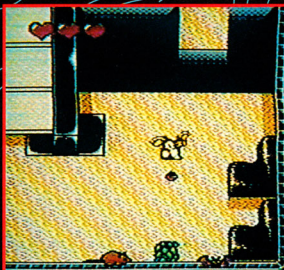
tive in the Centre's genetics lab. Billy rescues Gizmo and they live happily ever after — right?

Wrong. Billy makes his first mistake by hiding Gizmo in his desk drawer. (Where else would you hide a Mogwai?) Naturally, Gizmo goes exploring the first time he's left unattended and is sprayed by a malfunctioning water fountain. As everyone knows, a little water is all it takes to trigger the strange reproductive process that makes a Mogwai sprout Gremlins. Within minutes, tiny, furry clumps of evil mischief begin popping off the panicking Gizmo.

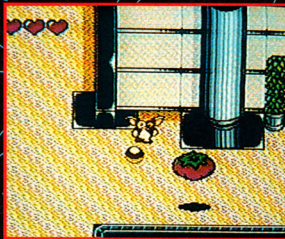
The newborn Gremlins do what comes naturally: They torment Gizmo and raid the nearest bar (which happens to be the genetics lab), drinking every liquid in sight. The results are some of the most mutated Gremlins (and deranged bosses) you've ever seen. Clamp Centre is quickly overrun, and New York City is next.



Gremlins and genetics labs don't mix. In stage 1-1, the Gremlins have concocted huge killer tomatoes that turn Clamp Centre's lobby into a dangerous bowling alley.



The lobby is also crawling with rats. Some of the rodents are carrying crystal balls, useful for buying important items at Mr. Wing's gift shop. Other rats leave behind power-ups.



These tomatoes contain crystal balls. Destroy the mutant vegetables to gather your crystalline harvest, then head for the gift shop around the top corner.

THIS ITEM COSTS 100CB.
WOULD YOU LIKE TO BUY IT?

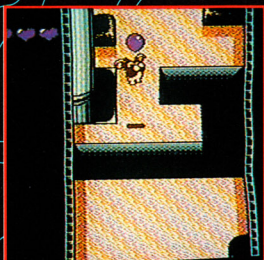
► YES

NO

0180 CB



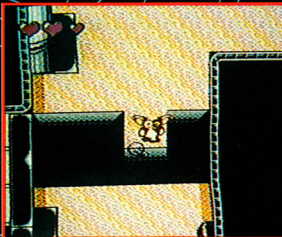
Do you believe in ghosts? Although the mystical Mr. Wing supposedly passed away, you can visit his gift shop and buy various items with the crystal balls you've collected.



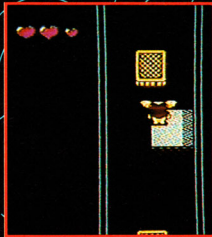
Gaping chunks of the floor are missing throughout Clamp Centre. (They don't build 'em like they used to.) Buy balloons at the gift shop to loft yourself over the spans that are too difficult to jump.



If you destroy the bats, you might uncover a useful item, such as a pogo stick. Use it to make yourself temporarily invincible and drum your enemies into the carpet.

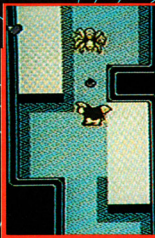


Sometimes when you destroy a bat, it fires a flashbulb that wipes out all of the enemies on the screen.



You walk on shaky ground in stage 1-2. Tricky platforms

that constantly move around become all too common as you go further into Clamp Centre.

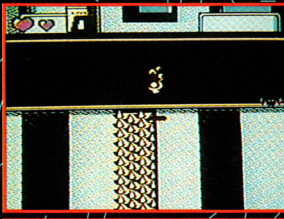


Some enemies can be real pests — especially the genetically altered spiders. Your tomato attacks burst them into smaller spiders that run around

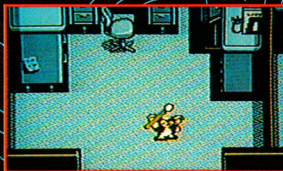
crazily. Keep tossing tomatoes, though. You can collect many crystal balls by killing the whole brood.



In stage 1-2, hop over this little spider and head straight for Mr. Wing's gift shop. It's located at the end of the corridor Gizmo is entering.



Watch your step in these treacherous hallways. Just touching one of the spikes severely drains your heart-strength.



You finally find your way back to Billy's office, only to discover he's gone. However, you do find a match you can use to light up a few Gremlins in stage 2.

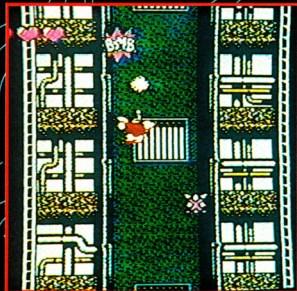
Sunsoft, 11165 Knott Avenue, Cypress, CA 90630.



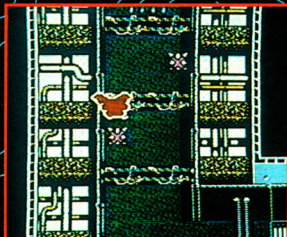
Between many of the stages, short cartoons spice up your adventure.



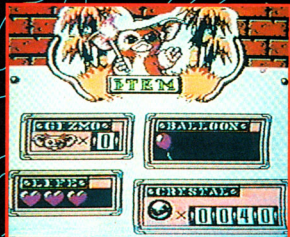
Visit Mr. Wing at the beginning of stage 2-1 and power up your match into a three-directional flamethrower.



The Gremlins have really outdone themselves decorating this hallway — that is, decorating it with bombs, maces, and various explosive ornaments.

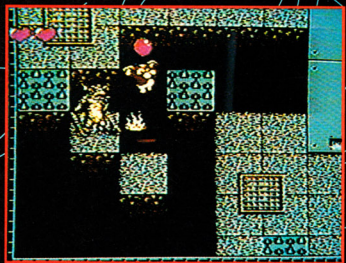
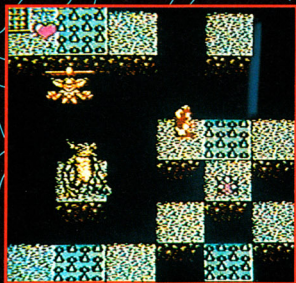


It's absolutely shocking how far the Gremlins will go to torment poor Gizmo. These electrical barriers quickly drain the brave Mogwai's heart-strength.

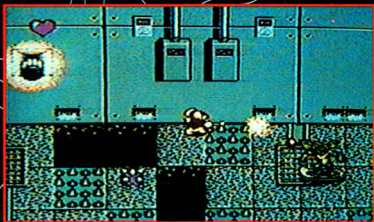


After visiting Mr. Wing's gift shop several times, you should check which items you have stocked up and which things you haven't. Press the pause button to view the items screen.

Stage 2-2 is filled with deadly Gremlin antics. This stage also introduces the flying Gremlins, who make quite a first impression — on your head.



This flame-throwing Gremlin is difficult to pass. If you have a balloon, jump off the platform into the void below. The balloon will lift you up and over him without harm.



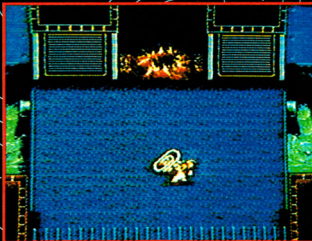
This skateboarder's grenades can really gleam *your* cube. The Gremlin's attacks are hard to counter because they're so unpredictable.



In stage 2-2, you'll need perfect timing and some Mogwai luck to make these leaps from platform to platform. The fire-breathing Gremlin at the lower left and the flying Gremlin at the upper right keep things interesting.



Mohawk is a Gremlin definitely in need of a major attitude adjustment. You have to run-and-gun to beat him. Shoot once, then *move*.



After defeating Mohawk, you win a paper clip weapon. It doesn't seem like much, but in Gizmo's paws it's a potent Gremlin-buster.



In stage 3-1, spiked maces slice through the air in every corridor. But they won't pose a problem once you learn their pattern.



Gizmo discovers a Gremlin resting from his devilish pranks in Clamp Centre's breakroom. You'll become this fella's snack if you don't move quickly and keep shooting a barrage of paper clips.



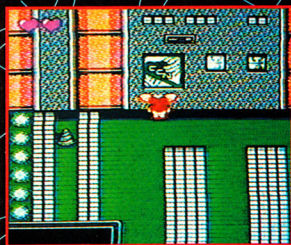
Lights—camera—*Gremlin!* This flying Gremlin uses a studio light to blind you before attacking. Just keep slinging paper clips and you'll get past him in a flash.



In stage 3-1, wait until this arm retracts back into the floor and the Gremlin backs up. Then quickly jump over the spikes and blast through with paper clips.



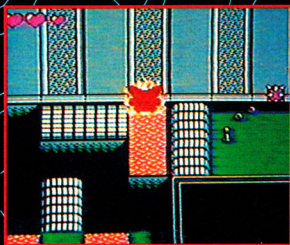
What's a graveyard doing in an office building? Is this TV scenery, or what? Gizmo doesn't have time to wonder, because this Dracula-Gremlin comes swooshing down. Stand in front and keep firing.



In stage 3-2, Gizmo enters Clamp Centre's cable TV studio and discovers that he was on a television set. Be careful — Mogwais are easily hypnotized by flickering TV screens.



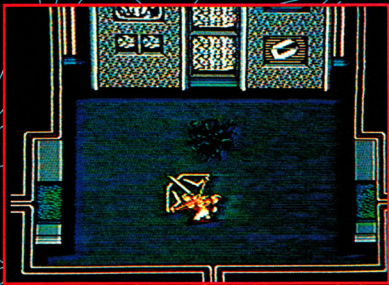
Apparently the Gremlins don't like Clamp Centre's TV programming — they've torched the studio's hallways. The spinning platforms can spill you into the fiery pits, so stay on solid ground as often as possible.



Set aflame, Gizmo (for once) wishes he could get wet.



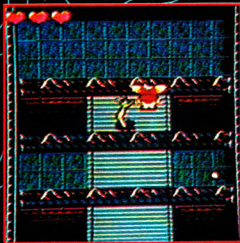
In stage 3-3, you encounter a very energetic boss — the Electric Gremlin. He can quickly zap your heart-strength, so stay away from him. Squeeze off a few paper clip rounds, then move.



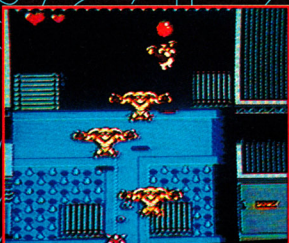
The next weapon you'll find is a bow and arrow. It's amazing what Gizmo can do with a paper clip, a rubber band, and a pencil.



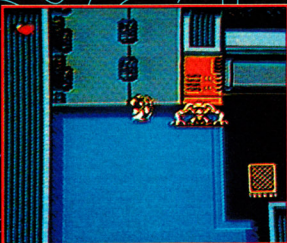
Meet the Gremlin version of the Tasmanian Devil. He'll spin himself dizzy flinging projectiles at you. Dodge his shots and wait for him to stop spinning. Your bow and arrow will *really* make him twist and shout.



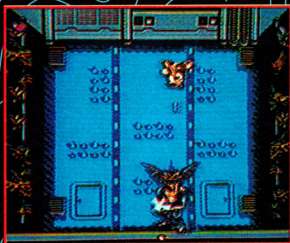
Just as you get comfortable with the usual spinning floors and electric hurdles, you hit a snag. In stage 4-1, arms burst through the floors and try to toss you off the platforms.



In stage 4-2, unless you're a glutton for punishment, use a balloon to leave this crowd grabbing for air.



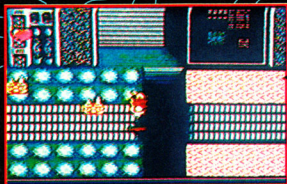
These slothlike Gremlins provide easy target practice.



A riotous mob of Gremlins gathers to watch your brawl with the machine-gun-toting Mohawk. Of course, there are no rules in this arena and backstabbing is encouraged. Stay behind Mohawk and pin him down with your bow and arrow. Watch out for floor spikes.



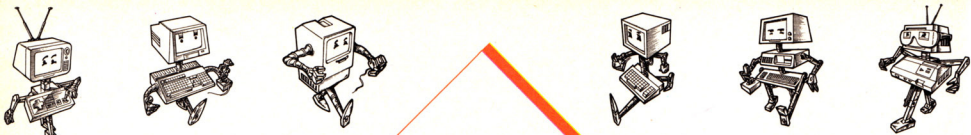
Beating Mohawk is no easy task, but your heroic efforts merit a flaming bow and arrow.



Stage 5 combines all the perils of earlier stages into one show-stopping (and heart-stopping) test of endurance. It finally leads to a showdown in the genetics lab. Who knows what genetically altered horrors await you behind the lab's stainless-steel doors?

GP





NINTENDO

REVIEWS

M.U.L.E.

Tom R. Halfhill

Version reviewed: Nintendo.
Mindscape/The Software Tool-
works, 60 Leveroni Court, Novato,
CA 94949.

Imagine a Nintendo game in which you don't have to shoot an alien, punch an enemy, defeat a stage boss, find a power-up, explore a warp zone, solve a puzzle, complete a quest, or rescue a princess. Sounds pretty dull, huh?

Welcome to *M.U.L.E.*, a different kind of Nintendo game. Not only is it refreshingly nonviolent, but it also demands sharp thinking and is surprisingly fun to play.

M.U.L.E. is a close translation of a 1984 computer game. It's similar to the board game Monopoly in that each player tries to finish with the most money and property. Like Monopoly, it's more fun with more players — up to four people can enjoy *M.U.L.E.* if you have a four-player adapter. If you play with fewer than four, the computer controls the remaining players, but they aren't very challenging opponents.

The game starts when a spaceship drops you and three

other colonists on an undeveloped planet. You take turns acquiring plots of land and figuring out the best way to develop them. You can plant food, generate energy, mine a metal called smithore, or (in tournament mode only) dig for a valuable mineral known as crystite.

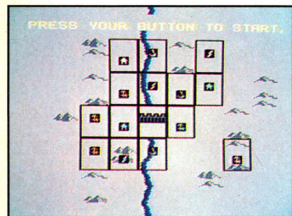
All these operations are performed by four-legged robots called M.U.L.E.'s (Multiple Use

Labor Elements). Each M.U.L.E. must be bought and equipped at the colony store, then led to your plot of land. But a M.U.L.E. is a cranky beast, and sometimes it breaks down, goes loco, or runs away.

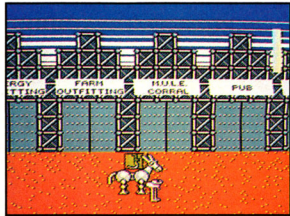
After each round of turns, the auctions begin. If you have surpluses of goods, you can sell them to the store or fellow colonists. If you have shortages, you can buy them from the store or other colonists. Prices are determined by a clever system in which buyers and sellers approach each other on the screen until they reach a mutually agreeable sum.

M.U.L.E. isn't the kind of game that emphasizes fast reflexes and special effects — which happens to be a good thing, because the graphics, action, and sound are straight out of 1984. But despite its disappointing appearance, *M.U.L.E.* is very engaging, great fun for foursomes, and (dare we say it?) even a little educational.

GP



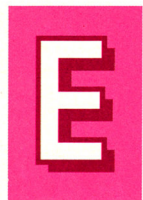
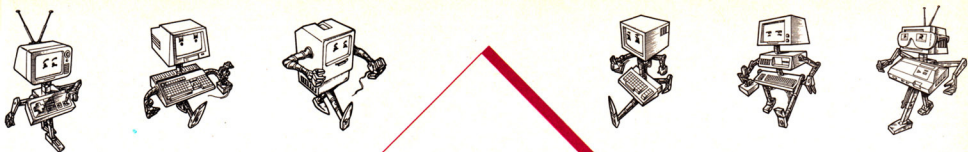
Plots near the river (center) make the best farmland; mountains usually have smithore and crystite; and flat areas are good for generating energy.



At the colony store, you can buy a M.U.L.E., equip it for various jobs, test soil samples for crystite, and even go gambling in the pub.



During auctions, sellers move downward on the screen while buyers move upward. Where they meet determines the price for that commodity.



arly in the 33rd century, an enormous, living spaceship called the Sinistrion entered oursolar system and promptly devoured Plu-

to. Now it's hungry for the rest of our planets, and it's your job to put the Sinistrion on a strict diet.



Stage 1 is a breeze after you get the guided missile pushover. Even this ugly stage boss is a pushover.

This isn't going to be easy. The only way to stop the Sinistrion is to pilot a spacefighter into its huge body, battle your way past its internal defenses, and destroy its evil brain. To make things worse, the other spacefighters in your squadron were lost in an ion storm. You are the only one who can keep Earth from becoming a snack.

Sinistrion is an easy game to categorize — it's a side-scrolling shooter in the same style as *Psychosis* and *Aero Blasters*. Like most modern shooters, *Sinistrion* fills the screen with torrents of bombs, missiles, enemies, and other hazards. Though not totally devoid of strategy, it's definitely a game for the quick of thumb.

NEC

REVIEWS

SINISTRION

Tom R. Halfhill

Version reviewed: NEC TurboGrafx-16, IGS, 80 South Lake Avenue, Suite 526, Pasadena, CA 91101.

The strategy mostly has to do with the weapons you pick up and how you use them. When the game begins (or when your ship is destroyed and you have to start from scratch), your spacefighter is armed with a basic forward-firing gun and a hypersonic blaster. Both weapons are controlled by button II, and that's a problem. To effectively use the gun, you must switch on turbo-fire. But to use the hypersonic blaster, you must switch off turbo-fire, hold down button II for



Here's the boss of stage 2 — a large jellyfish (far right) that launches smaller jellyfish. None of them can stand up to concentrated fire.



The stage 3 boss fires twin bolts of flame that home in on your ship. Destroy both claws, then get ready for the caterpillar that attacks next.

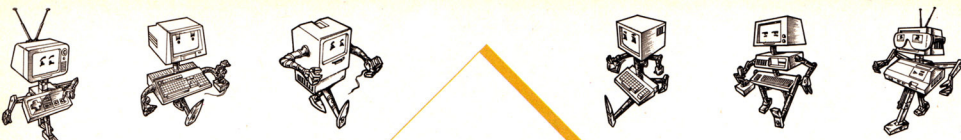
a few seconds to energize the blaster, and then release the button. The blaster destroys everything within a small area around your ship, but leaves you dangerously vulnerable while it's recharging. Tip: Forget the blaster.

Your ship also has an armored nose that's impervious to virtually anything. After collecting power-ups, you can press button I to open the armored nose like a bird's beak. This lets you fire a wider spread of shots, but leaves your cockpit exposed to hits.

Power-ups are scattered throughout the game, including such goodies as extra speed, more powerful weapons, and satellites which protect your flanks. The game has six stages, though stage 1 is a short cakewalk.

There's nothing new in *Sinistrion*, but it's a demanding shooter with colorful graphics. And, thanks to unlimited continues, it successfully walks the fine line between challenge and frustration.

GP



When Koei introduced the computer version of *Nobunaga's Ambition* in 1988, it caused a sensation. It was a game of unprecedented depth, and it really brought medieval Japanese history to life. *Nobunaga* quickly became a bestseller.

The Nintendo version which followed later got mixed reviews, however. Some people thought the game looked uncomfortably "squeezed down" to fit the NES, and the scrolling on the battlefield screens was terribly jerky and slow. But each following Koei title that was translated from computers to Nintendo got better, until finally NES players were getting virtually the same game for their money as computer gamers.

Now comes *Nobunaga's Ambition II*. Is the sequel new and exciting enough to make it worth trying?

Definitely! Koei's game de-



Issue as many commands as you like per turn, but never let all of your samurai become exhausted at the same time.



NOBUNAGA'S AMBITION II

William R. Trotter

Version reviewed: Nintendo. Also available for IBM, Tandy, and compatible computers. Koei, One Bay Plaza, Suite 540, 1350 Bayshore Highway, Burlingame, CA 94010.



Recruit ronin (leaderless samurai) to strengthen your army.

signers have become quite comfortable with Nintendo, and everything now "fits" and looks great to boot. And in terms of graphics, *Nobunaga II* is crisper, more vivid, and considerably richer in detail than the original *Nobunaga*.

The basic game remains essentially the same: As a 16th-century Japanese warlord, you strive to become the sole ruler of Japan. By



The battle screens are a big improvement over those in the original *Nobunaga*.

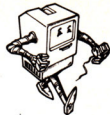
means of diplomatic, economic, and military strategies, you must strengthen your own fiefdom while absorbing those of your rival warlords.

One interesting new feature of *Nobunaga II* is that you can issue several commands per turn. Each command costs energy to carry out, however, and when a samurai becomes too weary to work, he must rest and recuperate. This is a good reason to acquire as many trusted henchmen as you can, so you can avoid any down time. Another new addition is the elaborate siege warfare—both offensive and defensive.

In terms of looks, playability, and sophistication, *Nobunaga II* is almost a whole new game. Players who already know and love its honored ancestor may purchase this sequel in confidence: You will be getting your money's worth.

If you haven't played the original *Nobunaga*, fear not. *Nobunaga II* is an ideal introduction to Koei's lineup of truly distinguished historical simulations.

GP



SEGA

REVIEWS

CASTLE OF ILLUSION

Lisa M. Bouchev

Version reviewed: Sega Genesis.
Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080.



In Toyland, the button with two arrows will turn everything upside down, but your controls work the same either way.

ways to get by these enemies — jump over them, throw items you've picked up, or master the bounce attack. To bounce, press button C to jump; when Mickey soars over the enemy, press button C again to attack.

The first door in the Castle of Illusion leads to the Enchanted Forest. In this neck of the woods, trees dance, tulips spit deadly seeds, and spiders swing from sticky webs.



Pick up all the stars you find in the Enchanted Forest — they'll restore your power.

The second door leads to Toyland. Avoid the clowns and marching soldiers, watch out for toy airplanes, and keep an eye on your power gauge. Every time you get hit by an enemy, you'll lose energy.

Open the third door of the castle and you'll find yourself running across crumbling bridges, and dodging flying bats and bonefish. The boss of this world is one of the toughest in the game.

Another door leads to the castle's library, where huge books and giant bookworms fill the shelves. There are secret rooms if you can find them, and a milk bottle which contains a sweet surprise.

Mickey Mouse was Walt Disney's first cartoon character, but the graphics and animation in this game would almost be at home on today's movie screens. An enchanting story, colorful animation, and a lack of violence make it an excellent game for youngsters — but like most Disney cartoons, *Castle of Illusion* will attract fans of all ages.

GP

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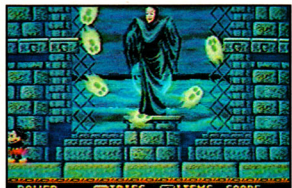
pring is in the air in Vera City — the sun is shining and the mice are happily scampering about. That is, until clouds blot out the sun and a witch named Mizrabel

sweeps into town. After plucking Minnie Mouse from the meadow, the wicked witch cackles and flies away with Minnie in her grasp.

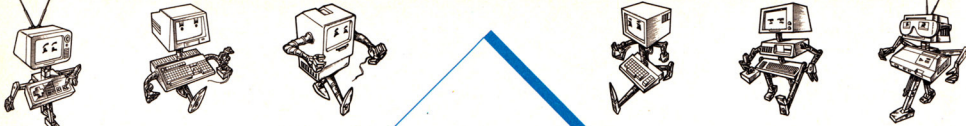
In hot pursuit, Mickey Mouse scampers after them until they reach the Castle of Illusion. At the castle gate, Mickey meets an old king who warns him that Mizrabel plans to steal Minnie's beauty for herself. The king tells Mickey he must find the seven gems of the rainbow to rescue Minnie.

In *Castle of Illusion: Starring Mickey Mouse*, you play the most famous rodent in history. Your quest for the gems and Minnie Mouse will take you through five worlds of illusions, each entered through a different door in the castle.

Castle of Illusion is not a violent game, but you'll still encounter numerous foes. There are three



Look for an opening between the ghostly guardians flying around Mizrabel. When you have a chance, jump on her head.



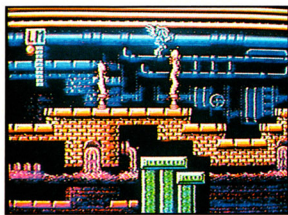
NINTENDO

REVIEWS

TOTALLY RAD

Richard Lashley

Version reviewed: Nintendo.
Jaleco, 310 Era Drive, Northbrook,
Illinois 60062.



When you enter the Underground World in stage 4, transform into the eagle to soar over the spouts of erupting lava.

its own strengths that serve as Jake's weapons in the game. Half of the fun (and all of the strategy) in *Totally Rad* is figuring out when to transform into which animal — and when *not* to change.

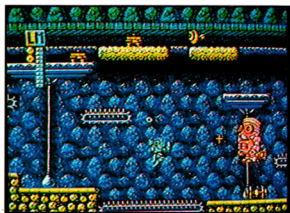
You begin the rescue mission on an abandoned roller coaster. Eventually you'll travel through five stages, rich with color and depth.

Naturally, your journey is filled with danger. Deranged pizza vendors, killer robots, and flying pigs

are among your enemies. But your fireball blasts really do the job, especially if you hold down button B to build energy before firing.

You also have control over the powers of nature. Your magic triggers firestorms, avalanches, and floods that can destroy most of the enemies you'll encounter, including bosses. Conjuring up natural disasters drains your magic power, however, so use it wisely. If you exhaust all your power, Zebadiah won't replenish it until the next stage. And you're going to need *lots* of power, because there are countless goons to clear out before you face Edogy.

Totally Rad covers all the bases — it has superb graphics and great playability, and it requires interesting strategy. It's easy to let yourself be pulled into this mysti-



When you splash into the River of Danger, change into a fish (center). You can swim quickly and fire devastating shots.

cal world where wizards really *do* walk the streets of California. An ideal mixture of challenge and sorcery make *Totally Rad* a great game for skilled players as well as aspiring magicians.

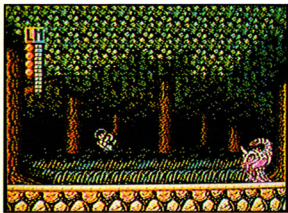
GP

J

ake, a regular dude with only marginal skateboarding skills, is having a bad day. His girlfriend Allison and her father (the smartest man in California) have been kidnapped by Edogy, an evil wizard. Now Edogy is forcing Allison's father to help him plan an invasion of California.

In *Totally Rad*, Jake is a hapless champion against evil who is thrown into a showdown between white magic and black magic. Fortunately, you don't have to be a thrashing skateboarder to join this battle. Although the game's title suggests that it's a skateboarding game, it's really an entertaining action-strategy adventure without any heavy shreddin'.

Luckily, Jake isn't alone in his quest. Zebadiah, a kind wizard, gives him a crash course in magic. Jake gains mysterious powers that allow him to transform into a lion, an eagle, or a fish. Each animal has



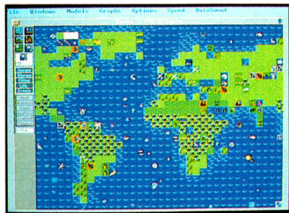
The Dark Forest showcases the game's eye-catching graphics. Flip in the air to dodge this scorpion's shots, then destroy it with your fireballs.



ecological issues make the news almost daily — from global warming and acid rain to toxic waste and the ozone layer.

SimEarth is an educational computer game which attempts to simulate these problems on a planet-wide scale. It's a marvelous production, so well-researched and well-designed that you could play it for years.

In *SimEarth*, you control a planet from its birth to its death. Endowed with almost godlike powers, you control everything from the planet's water distribution and plate tectonics to the beginning of life and subsequent



Twentieth-century Earth seems to be a viable, growing organism, but the results of past abuses are beginning to show.

evolution. It's obviously a big job, but the game designers have provided all the tools you'll need to transform your world, including information displays that tell you what's going right or wrong.

You can choose to start a new planet from scratch or take on the task of saving an existing world

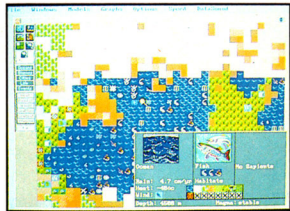


Gary Meredith

Version reviewed: IBM, Tandy, and compatibles (AT-class 80286 or faster computer recommended); 640K minimum memory; hard disk required; EGA, MCGA, VGA, Hercules monochrome, or Tandy 16-color graphics; supports Ad Lib, Soundblaster, SoundMaster, and Tandy sound; mouse optional. Maxis, 1042 Country Club Drive, Suite C, Moraga, CA 94556.

gone awry. If you're more interested in the development of civilization, for example, you can choose a planet called Stag Nation — an already viable world with a population just emerging from the Stone Age. If an Earth-type planet doesn't interest you, then you might want to try your hand at terraforming Mars or Venus.

To gain the greatest understanding of present-day Earth, try tending the planet called Daisyworld. This planet is seen as a living organism, a viewpoint suggested by the Gaia hypothesis of scientist James Lovelock. The interaction between the atmosphere, hydrosphere, geosphere, and biosphere demonstrates what



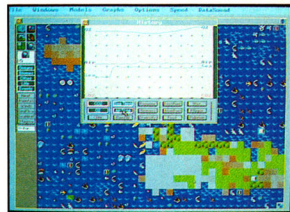
Terraforming a cold planet such as Mars requires you to first increase the amount of carbon dioxide in the atmosphere.

can happen when any of these components is neglected or abused.

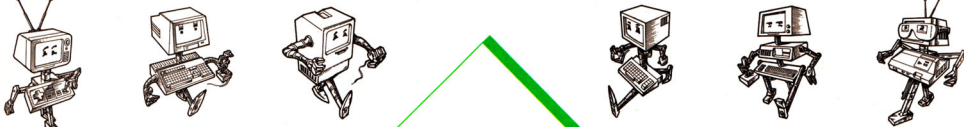
The game manual for *SimEarth* is excellent and could serve as a basic introduction to earth science. And while the designers don't claim that *SimEarth* can take the place of earth science texts, they do believe that the simulation is quite accurate.

But after playing *SimEarth* and seeing what the 21st century has in store for us if we don't radically change our ways, let's hope the designers are wrong. Otherwise, a few turns at *SimEarth* would be good for everyone.

GP



The furnace-like conditions on Venus require you to reduce the amount of carbon dioxide in the atmosphere while pumping up the levels of oxygen and water vapor.



NINTENDO REVIEWS

IKARI WARRIORS III

Jeff Lundrigan

Version reviewed: Nintendo. SNK,
246 Sobrante Way, Sunnyvale, CA
94086.

Late in the 20th century, the nations of Earth are caught in the grip of a deepening economic crisis. The resulting lapse in international

power has allowed an evil organization known as Crime Ghost to infiltrate every country on the globe. When one president dared to stand against Crime Ghost, his small daughter Elise was taken hostage. The criminals' message to the president was clear: Resign or never see your daughter again.



Heart symbols replenish all of your life energy. But finish off any nearby enemies before picking them up and moving on.



These gasoline drums destroy every enemy on the screen at once. You won't come across them very often, but the results are impressive.

Unwilling to surrender to Crime Ghost, but desperate to see his daughter safe and sound, the president called on the incredible Ikari Warriors, Paul and Vince. But on the way to Crime Ghost headquarters, the Warriors' tank was destroyed and all their weapons lost. Armed only with their bare hands and formidable martial-arts skills, Paul and Vince must destroy the Crime Ghost organization, track down and eliminate its leader, Faust, and save Elise.

The lack of weapons is the most striking difference between *Ikari Warriors III: The Rescue* and the previous two games in the series. It turns this installment into a punch-and-kick action game, rather than a shooter. This isn't necessarily bad, except that the number and variety of moves available is fairly limited. You can punch by pressing one button, unleash a spin kick with



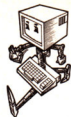
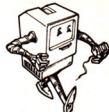
Stage 4 is fought underwater against Crime Ghost's aqualung commandos. The stage boss is Aquarius, a big guy who fires a full-auto spear gun.

another button, and perform a jump kick by pressing both — and that's it. As a result, the action tends to get a little repetitive.

Weapons are available in the form of power-ups, but most of them are one-shot grenades. Since the button you press to throw grenades is the same one you use to punch, occasionally you'll find yourself in a situation where you can't use the grenade, but you still need to defend yourself. You either have to dump off the grenade and fight by hand, or take whatever punishment you can absorb until you're ready to throw. The Select button might have been a better choice for tossing grenades.

Despite these shortcomings, *Ikari Warriors III* is still worthwhile. The graphics are well-done, and there's a lot of variety in the enemies you face and the strategies you'll need to overcome them. With a little more thoughtful design, this could have been a great game, but it's still entertaining.

GP



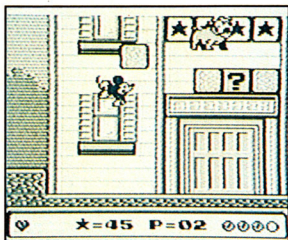
GAME BOY

REVIEWS

MICKEY'S DANGEROUS CHASE

Richard Lashley

Version reviewed: Game Boy.
Capcom USA, 3303 Scott Blvd.,
Santa Clara, CA 95054.

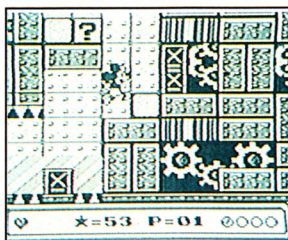


Bulldogs are a constant nuisance in the early stages. However, if you've got a block to toss at the dogs, they won't be a problem.

with his unique style of cartoon comedy. Now, in *Mickey's Dangerous Chase*, you can help him defeat Big Bad Pete and recover Minnie's present.

Begin your adventure by choosing to play as either Mickey or Minnie Mouse. Neither has an advantage—both are blessed with equal charm and strength.

You've got quite a chase ahead of you. After stealing Minnie's present, Big Bad Pete scampers out of town. He quickly puts a lot of distance between himself and the scene of the crime. To reach him,



The whirring industrial area of stage 4 is a showcase for the intricate graphics and hidden dangers.

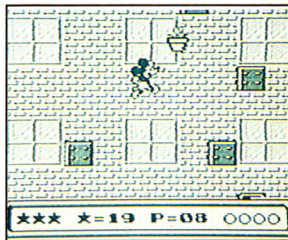
you must journey through five stages (each with three levels) of hairy tarantulas, creepy bats, and snarling bulldogs.

The idea of fighting animals and insects may sound violent, but don't worry. Walt Disney's Mickey and Minnie Mouse would never go blasting up the countryside in a bloody quest for revenge. Instead, the mice hurl blocks to bounce

enemies out of their way. *Mickey's Dangerous Chase* can be considered a G-rated videogame.

The controls that make Mickey or Minnie hurl blocks and jump through the imaginative scenes are easy to use. And the simple rules also help make this game appealing to younger players. However, even experienced gamers may find that the action really heats up when Pete runs out of places to hide.

At the end of the chase, the difficulty level shoots through the

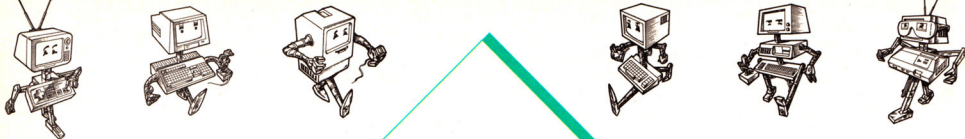


When you're jumping from ledge to ledge in stage 4-2, watch out for the flowerpots Big Bad Pete is dropping from the roof.

roof—literally. At one point in stage 5, you're climbing up the side of a towering skyscraper. Stay near the top of the screen so you can see which ledges are closest to you and avoid a fall to the sidewalk. You must also dodge the flowerpots that Pete drops from the roof.

The lack of bloodshed in *Mickey's Dangerous Chase* is a refreshing twist on the tried-and-true formula of good versus evil. A bouncy soundtrack and convincing graphics round out a game that both novice and veteran game players can enjoy.

GP



SEGA

REVIEWS

POWERBALL

Brian Carroll

Version reviewed: Sega Genesis.
Namco-America, 3255-1 Scott
Blvd., Suite 102, Santa Clara, CA
95054.

tornado-like spin. In regulation soccer, any of these tactics would earn you at least a red card. More likely, you'd be ejected from the game, and maybe even banished from the sport altogether.

Because the players in *PowerBall* have so many defensive options, securing possession of the ball is no minor feat. In fact, possession will probably become your obsession. It's no surprise that the team which can hang onto the ball the longest usually wins. This

emphasis on possession also increases the importance of passing. Put simply, ball hogs won't enjoy much success in *PowerBall*.

An inset screen (identical to the one in Sega's *World Championship Soccer*) lets you see where your players are positioned on the field and plot your route to the goal. Although monitoring the smallest inset box while executing your plays is difficult, you'll need to pull it off, especially against the better teams.

Whether you're competing against the computer or a friend, this is a game you'll play on the edge of your seat. *PowerBall*'s riveting action, sleek graphics, and unique blend of hockey, soccer, and football should be enough to get anyone's adrenaline pumping.

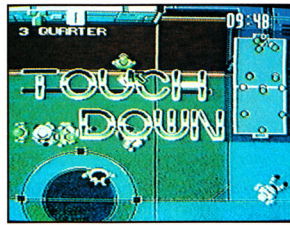
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Spinning attacks and dive tackles are two of your best options on defense.

The basic rules are simple: Two 11-member teams try to move a basketball-sized sphere down the field and past the opposing goal-keeper. Players can score three-point touchdowns by running the sphere across the goal line, or one-point field goals by kicking it into the goal box.

Other than offering greater scoring possibilities, *PowerBall* doesn't sound much different than regulation soccer, does it? Well, hold onto your shin guards—it's on defense that the action really gets crazy.

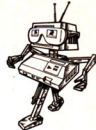
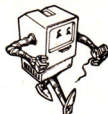
In *PowerBall*, you can steal the ball by making diving tackles, by leaping into the air and landing directly on top of the ball-carrier, or by slamming into him with a



You get three points for running the ball past the goalie and one point for kicking it into the goal box.

	SPD	STR	POW	STA	ACC
GR	65	95	80	70	60
SA	40	40	60	80	55
LE	75	60	55	45	50
LI	70	60	55	40	70
FR	35	45	60	75	55
FB	35	40	60	60	45
LB	80	60	35	25	65
FB	60	60	45	40	60
LI	80	75	55	35	55
FB	85	60	65	55	50
GR	35	40	60	70	55

Bonus points are awarded for tournament wins. Use them to beef up your team's abilities.



NINTENDO REVIEWS

BASE WARS

Brian Carroll

Version reviewed: Nintendo. Ultra,
900 Deerfield Parkway, Buffalo
Grove, IL 60089.

CONFIGURATION NO. 6			
CALIFORNIA			
OWN.	GIBSON	OPER.	MAN
1	CYBORG	GREENE	C R
2	TANK	SHORT	SS R
3	FLYBOT	HANSEN	1B L
4	FLYBOT	ADAMS	2B R
5	TANK	WALTERS	LF R
6	CYBORG	BENNETT	CF R
7	TANK	LYNCH	P R
8	CYBORG	CLARK	RF R
9	FLYBOT	SMITH	3B R

Before your team takes the field, you can change the types of robots in your lineup and alter their names, field positions, and batting order.

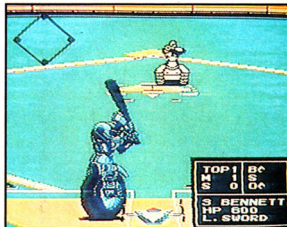
brutal and violent version of what was once our easygoing national pastime.

These players use tactics you'll hopefully never see on a real baseball diamond. For example, force-outs and close calls on the base paths often lead to one-on-one battles between the runner and fielder. And if a player gets thrashed too often, he'll explode.

How you perform in these du-

els is as important as how many base hits you get. Be aggressive — whenever possible, try to stretch singles into doubles, and doubles into triples. If the play is close, be ready for a vicious exchange of blows.

You must also excel at the game within the game — pitching. Fortunately, your hurlers can throw curveballs with more breaks than a mountain road and fastballs you can barely see. It's up to you to pick the pitches and fool the batter.



If you want to throw a really scorching pitch, press and hold the A button. When your hurler starts flashing, release the button.

To get the most out of *Base Wars*, you'll want to create your own six-team Cyber League and play a whole season. You can earn \$20,000 for each win, and you can spend the money to buy weapons or pay for repairs.

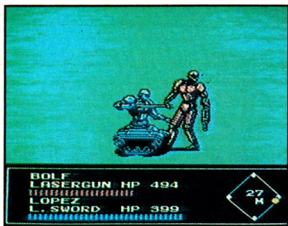
Fun to play, *Base Wars* is also pleasing to watch. The sharp graphics give you a great look at the combatants as they play in a spacious, futuristic arena. And while the jousting sequences aren't visual masterpieces, they certainly convey what's going on.

GP

The toughest challenges facing today's baseball managers often don't take place on the field — they're found in the clubhouse. Some of today's players are pampered stars whose tempers demand as much attention as their high-priced bodies. That means managers must juggle egos as deftly as they determine batting orders.

In *Base Wars*, the baseball managers of the future don't need to worry about their players' personal lives anymore. Doomed by sky-high salaries, the boys of summer have been replaced with computerized machines. Team rosters are made up of artificial athletes that include robots, cyborgs, tanks, flybots, and intelligent motorcycles.

With the luxury of expendable players, the team owners in *Base Wars* decided to modify the rules. They programmed their metal monsters not only to win games, but also to attempt to destroy each other in the process. The result is a



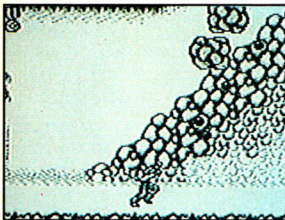
In *Base Wars*, you have to fight for the extra base...literally.



have a great vacation?

Scorpion, that's who. The trigger-happy hero of *Contra* and its sequel, *Super C*, is heading for an island where no one lives happily ever after.

In *Operation C*, the Game Boy version of Scorpion's adventures, the lone commando is sent on a typically dangerous mission. Under your leadership, Scorpion must run, jump, and swim through five areas of armed resistance. His destination is the laboratory of the evil Black Viper.



Your surroundings are as deadly as your enemies in *Operation C*. This avalanche is only one of the natural disasters to watch out for.

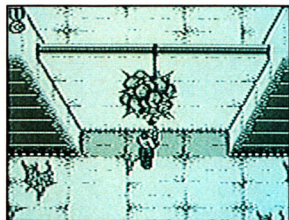
The Viper is an outer-space alien with ambition. He wants to enslave Earth by cooking up a new breed of mutant creatures. You'll be waging war on these creepy-crawlies as well as the hordes of

GAME BOY REVIEWS

OPERATION C

Phill Powell

Version reviewed: Game Boy. Ultra, 900 Deerfield Parkway, Buffalo Grove, IL 60089.



Fighting your way through the man-made obstacles is no easy feat. Two of the five areas give you an overhead view of your progress.

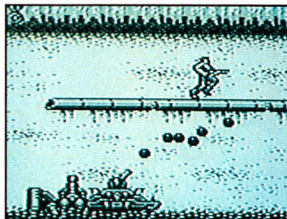
human guards patrolling the Viper's island.

Luckily for you, your machine gun never runs out of ammo. Better still, the island has a plentiful supply of power-ups. The best all-around weapon is the homing gun, which requires virtually no aim at all. The rounds you shoot automatically seek out potential targets in your immediate area. All you have to do is stand and fire.

One of the things that make

Operation C such a strong game is the variety of the five areas. You rarely see the same stretch of scenery twice. The backgrounds are markedly different, whether you're power-leaping up the side of Mutant Mountain, blasting your way through lush jungles, or exploring the Black Viper's eerie labs.

The targets of your firepower are impressive, too. You'll fight huge tanklike vehicles that are wonderfully detailed. Some of the

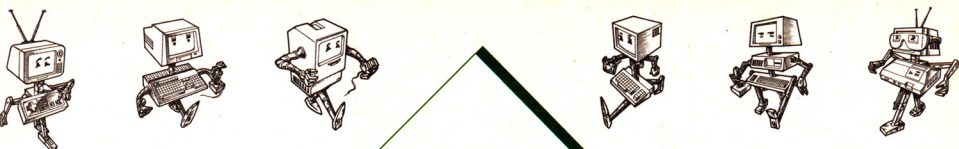


Your most valuable weapon is the homing gun. Just pull the trigger and the bullets will home in on your targets.

alien creatures share characteristics of both insects and machines. Some are just plain icky. Particularly monstrous are the Experimental Squid Lice, which roam the fourth area along with a virtual zoo-full of the Viper's other slimy beasts. When the Squid Lice start attacking, you can almost feel their pincers scissor your legs.

Operation C is a true marvel. It plays well, looks good, and even sounds good (the explosions and machine guns are particularly effective). This is a game that will receive a lot of attention — and deserves every bit of it.

GP



NINTENDO REVIEWS

STARTROPICS

Lisa M. Bouchey

Version reviewed: Nintendo.
Nintendo of America, 4820 150th
Avenue N.E., P.O. Box 957,
Redmond, WA 98052.

S

tarTropics, the newest adventure game from Nintendo, puts you smack dab in the middle of a missing-person manhunt.

But the missing person is your Uncle Steve, and the only person hunting for him is *you* — Mike Jones, a 15-year-old adventurer.

Dr. Steve Jones was searching for lost archeological ruins in the Coral Sea when he mysteriously disappeared. Chief Coralcola, the leader of the first village you'll visit, thinks Dr. J has been abducted and that you're the best hope for his



When you are attacked by an enemy, one of your red energy hearts at the bottom of the screen turns white.

rescue. The village shaman agrees. She sends you off with a reminder to keep your eye on a particular constellation, the Southern Cross.

Unfortunately, that reminder is about as useful as the *Star Wars* slogan, "The force be with you." The *StarTropics* instructions play up the legend of the Southern Cross, but it's not really a factor in the game.



The Sub-C is safest in deep, dark waters. Look carefully for dark swirls of water — they're secret portals that will help you navigate through the maze of islands.

A more practical approach is to talk with every villager on the first few islands until you gather enough clues to find a message in a bottle. The letter gives you the code you need to submerge the Sub-C submarine, your main transportation. You'll be able to travel further and faster underwater than by navigating around the islands.

Most of the island inhabitants

are friendly, know who you are, and are willing to talk. In fact, if you don't talk to *all* of the villagers in Coralcola, a guard will block the entrance to the Island Tunnel — the only way to reach Dr. J's lab and the Sub-C.

You start the adventure with one unlikely weapon, a yo-yo. It's powerful, but still doesn't pack enough punch to knock out all the enemies you'll face. Luckily, you'll have opportunities to pick up more weapons and magic items as well.

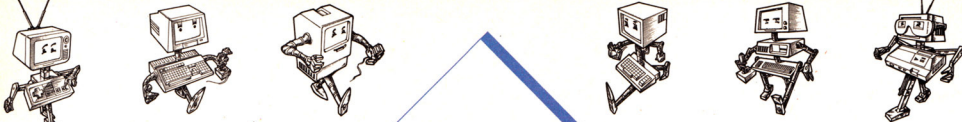
StarTropics is packed with more action than most fantasy role-playing adventures, plus a few surprises you won't find in many other games. The colorful graphics, entertaining characters, and enjoyable theme would seem to make it a good game for younger players. But the relatively complicated



Hidden in some of the tunnels are switches that will open gates and treasure chests, and uncover hidden holes. The switches are revealed by hitting the correct tile.

mazes and game play will provide plenty of challenge for more experienced gamers — and maybe too much for the very youngest adventurers.

GP



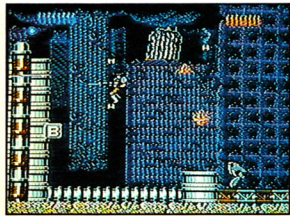
NINTENDO REVIEWS

S.C.A.T.

Jeff Lundrigan

Version reviewed: Nintendo.
Natsume, 1243-A Howard Avenue,
Burlingame, CA 94010.

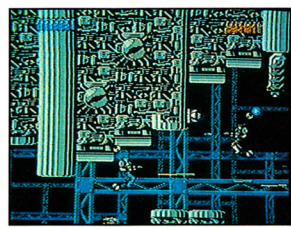
In the 21st century, the alien conqueror Vile Malmort launched his mutant armies on an invasion of the planet Earth. After destroying New York, the aliens constructed an Astrotube to link the ruined city with their orbiting space platform. Then the invading hordes prepared to finish the job and eliminate the human race.



The "B" icon gives you the Bomb power-up — the least useful weapon you can grab. Go for the Laser or Wide Beam instead.

Fortunately, the President received early warning of the coming invasion and assembled a team of the world's top scientists. They worked endlessly to invent a weapon to combat the alien threat. Their answer: S.C.A.T. — the Special Cybernetic Attack Team. Part human, part machine, the two members of S.C.A.T. are equipped with the latest technology and the heaviest firepower ever assembled.

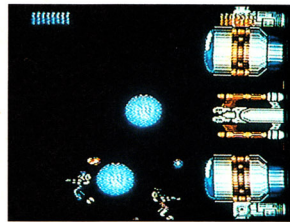
S.C.A.T. has five stages, starting in the ruins of New York and ending in the heart of the alien ship



Watch out for this area in stage 2. That innocent-looking turret at the top right can grow to more than three times its original length and smash you flat.

with a desperate battle against Vile Malmort himself. You can play by yourself or with a second person, and we strongly recommend playing with two. S.C.A.T. is a difficult game, especially during the later stages. The same numbers of enemies will attack no matter how many players there are, so taking a friend along will effectively double your firepower.

There are two S.C.A.T. com-



Because the satellites let you shoot in more than one direction at a time, they're useful for concentrating fire on a boss while you dodge incoming shots.

mandos: a man named Arnold and a woman named Sigourney (a welcome feature). The S.C.A.T. cybernetic enhancements include the ability to fly, plus a pair of satellites which constantly maneuver above and below your character until locked in place. The satellites fire in tandem with your main weapon, so you can shoot in several directions at once. Learning the best position in which to lock the satellites during a particular stage is critical to winning the game. Use them to hit gun emplacements in the walls and ceilings of tunnels while knocking out airborne enemies.

Although essentially a shooter like many others, S.C.A.T. stands head-and-shoulders above most of the competition. The graphics are among the clearest and most colorful we've seen on an eight-bit system, and the animation is very smooth with minimum flicker. In fact, it looks a lot like *Forgotten World* on the 16-bit Sega Genesis. S.C.A.T. is an exciting, challenging game.

GP

The Hot 100 is a list of video and computer games covered in recent issues of *Game Player's*. The ☆ symbol indicates games added in this issue.

KEY TO VERSIONS: **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **PC** (IBM, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II//IIc/IIe); **IGS** (Apple IIGS); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE game system and 8-bit computers); **Lynx** (Atari Lynx); **ST** (Atari ST). The first version listed in each entry was the version reviewed.

Adventures in the Magic Kingdom is like six games in one. There's a trivia quiz plus five different action sequences that take place on amusement-park rides at Disney's Magic Kingdom. The object is to collect silver keys so Mickey Mouse can unlock the Enchanted Castle. A good game for younger players, although the graphics don't stack up to other Disney games for Nintendo. Capcom, for NES.

Aero Blasters ain't no peace mission. As you pilot your supercharged jet through hostile skies, tunnels, and caverns, you'll face more bombs, bullets, and missiles than you can count — or probably dodge. This one- or two-player game is a frantic shoot-'em-up of the first order. By demanding a variety of arcade skills, it remains fresh throughout. NEC, for NEC.

Arch Rivals is a basketball game that might better be called *Michael Jordan's Punch-Out*. Are you up against a tough opponent? No problem — just deck him with a rabbit punch and steal the ball. There's no such thing as fouls in *Arch Rivals*. Yet despite the free-for-all rules, you can still dribble, pass, fake, shoot, steal, snatch rebounds, block your opponent's shots, and perform slam-dunks. Fast-moving and entertaining. Accclaim, for NES.

Balance of the Planet is game

designer Chris Crawford's expansive follow-up to *Balance of Power*. This time you play a United Nations high commissioner who controls all decisions affecting Earth's environment. It's an awesome job, because you soon learn the complex relationships between scientific research, industrial and agricultural production, pollution, conservation, family planning, overpopulation, and much more. Not just a game, it's really a first-class educational tool that's also interesting to play. Chris Crawford Games (distributed by Accolade), for PC, Mac.

Bandit Kings of Ancient China makes you a chieftain in 12th-century China. You must eliminate an evil warlord before barbarians invade from the north. This is the latest in a series of historical simulations from Koei, and like its predecessors, it's a deep, sophisticated, utterly absorbing game of strategy on the grandest scale. Koei, for NES, Amiga, PC.

☆ **Bombberman** is an oddly addictive action-puzzle game. As the robot Bombman, you have to run through 50 mazes, planting time bombs in the paths of the nasty creatures who live there. Unlike most games, it requires a good sense of timing instead of dead aim. Though it seems simple, it gradually gets more difficult. NEC, for NEC; Hudson Soft, for NES.

Bonk's Adventure is NEC's answer

to Nintendo's popular *Super Mario Bros.* series. The star is a cute caveman named Bonk who subdues enemies by bashing them with his rock-hard head. Bonk is on a quest to save Princess Za from the evil King Drool, and he encounters numerous prehistoric obstacles. A charming, cartoonlike game for all ages. NEC, for NEC.

Bravoman is the tale of a 21st-century cybernetic superhero who must stop the diabolical Dr. Bomb from activating his End the World weapon. Easily the silliest game for the NEC in quite awhile, it's still immensely enjoyable, combining challenging action with a ridiculous sense of humor. NEC, for NEC.

Bubble Ghost is an action-puzzle game with an interesting story. To reach his eternal rest, a lonely ghost must make his way out of his castle without letting any of his spirit bubbles burst — which means he must carefully blow the bubbles through all of the castle's 35 rooms. *Bubble Ghost* is ideal for players of all ages. FCI, for Game Boy, PC, Amiga, 64.

Castlevania III: Dracula's Curse goes back in time to the beginning of the Belmont family and the start of their troubles with Dracula. As Trevor, an ancestor of Simon (the star of *Castlevania* and *Castlevania II*), you must stop Dracula from conquering all of mankind. Good graphics and action make this "prequel" a worthy addition to the *Castlevania*

series. Konami, for NES.

Chase H.Q. is the Game Boy version of the arcade driving game. Unlike in most other driving games, your goal is not just to stay on the road, but to chase down criminals and smash into them until they surrender. The sound effects and fast-tempo music add excitement, but don't expect a lot of visual pizzazz or variety. Taito, for Game Boy.

☆ **The Chessmaster** is an extremely versatile chess opponent who's always ready to play. An unusually wide variety of options let you fine-tune the game to your own skills. You can tell the computer how much time it gets to think about its next move, take back and replay any number of moves, set up the board any way you want, and much, much more. Hi Tech Expressions, for Game Boy; The Software Toolworks, for PC, Amiga, ST.

Countdown is a role-playing game in which you wake up in a dingy cell — not knowing where you are or even who you are. As you engineer your escape, you must also reassemble the bits and pieces of your past. Most of the game's graphics are digitized images of real actors, and the game features patented RealSound audio as well. A worthy addition to the role-playing realm. Access, for PC.

Devil's Crush is the sequel to *Alien Crush*, and it's an even better pinball simulation than the original. The three-screen-high pinball table is crawling with spectacular animated graphics — among the best we've seen for the TurboGrafx-16. Skulls, demons, gargoyles, dragon ladies, and frightening little monks are just a few of the attractions. NEC, for NEC.

Dick Tracy, based on last summer's movie, puts you in a yellow trenchcoat as you roam the city in search of clues and crooks. Can you prove that Big Boy Caprice is behind the current crime wave? As an action-adventure game, *Dick Tracy* is a step above the average shoot-'em-up. The graphics are crisp and clean (though a bit repetitious), and the crime-solving puzzles add a nice twist. Bandai America, for NES.



THE HOT 100



without being too difficult. Capcom, for NES, Game Boy.

☆ **Elvira, Mistress of the Dark** stars that pneumatic nymph of naughtiness, horror-movie host Elvira. After inheriting a huge castle from an uncle she hardly knew, Elvira finds herself in a life-or-death battle against an evil ancestor from beyond the grave. It's an intriguing blend of fantasy role-playing and animated graphics adventure, with a touch of risqué humor. The graphics are gorgeous, but very gory. Accolade, for PC.

Frankenstein has kidnapped Emily, the daughter of a village elder, and has gathered a band of monster bodyguards to protect himself. You must punch, kick, and use whatever weapons you can find to rescue her and confront the ultimate monster. This is a challenging game with a wide variety of graphics. Bandai America, for NES.

G.I. Joe makes you a member of an elite team of super-commandos, ready to defend the world against the evil terrorist forces of Cobra. In this six-level action game, you get to pick your own three-man assault squad and destroy Cobra's hidden bases. Colorful graphics, fast-paced action, and an interesting element of strategy combine to make it a winner. Taxan, for NES.

Gargoyle's Quest is basically a quest game with heavy doses of action. Firebrand, the guardian gargoyle of the Realm, must search the kingdom for the sole heir to the Red Gargoyle. A fast-paced adventure that should challenge experts as well as beginners. Capcom, for Game Boy.

Gauntlet II is the NES version of the popular arcade staple. Up to four people can play at once, and each player can choose from four different characters as they fight their way through an endless dungeon. The game has a thin storyline and no clear goal, but is good-looking. Especially enjoyable if you're a fan of the arcade game and play with a group of friends. Mindscape/The Software Toolworks, for NES.

Gremkins 2: The New Batch follows the action of the movie pretty closely. As Gizmo, you must save Clamp Center from certain doom at the hands of a horde of evil Gremkins. This game has some of the best graphics around in a scrolling action game for the Game Boy, and even experi-

enced gamers will find the last two stages challenging. Sunsoft, for Game Boy.

HAL Wrestling gives you the chance to use many of the same moves as pro wrestlers—without having to put on a silly costume. You can choose from a number of different wrestlers, each with their own set of moves. The wrestlers are all distinguishable and their moves show a flair for the dramatic. Players of all skill levels should find this game a challenge. HAL America, for Game Boy.

☆ **Hatris** is the latest fast-paced puzzle game from the Soviet creators of *Tetris*. As random pairs of hats drop down from the top of the screen, you have to stack them up to match five hats of the same type. The stack then disappears and you win points. It's an average puzzle game, but not as interesting as *Tetris*. Some players find the Game Boy version more challenging. Bullet-Proof, for NES, Game Boy.

☆ **The Hunt for Red October** puts you in command of a Soviet nuclear submarine trying to escape to America. As you zigzag your way across the Atlantic Ocean, the entire Soviet Navy tries to stop you. To fight back, your sub has guided missiles, torpedoes, and other high-tech defenses. Fun for one or two players, this game is an exceptionally well-designed shooter. Hi Tech Expressions, for Game Boy, NES.

The Immortal turns you loose as an adventurous wizard in a mazelike dungeon. Your mission is to rescue an older arch-wizard who's being held captive. But this isn't just another quest-in-the-dungeon game; it's a marvelous adventure with breathtaking graphics and an innovative point of view. Moody background music and careful attention to detail help make *The Immortal* an absolute knockout. Electronic Arts, for NES.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf unites 18 of the Golden Bear's favorite holes into one ultimate course. From St. Andrews to Augusta National to Pebble Beach, it does a great job of simulating pro golf. Wind conditions, hazards, and the club you choose all play a part. Although the lack of an overhead view makes putting more difficult, this is a first-class golf game. Konami, for NES; Accolade, for PC, 64, Amiga, IIGS.

Jack Nicklaus Turbo Golf is available for the TurboGrafx-16 as both a cartridge and a CD. The two versions are nearly identical, except the CD has five courses instead of one, plus Jack's digitized voice and two more musical soundtracks. Either way, you can't go wrong. Unlike NEC's *Power Golf*, this is a true simulation that adheres closely to the computer version—it's more realistic and more difficult. Accolade, for NEC.

Jack Nicklaus Unlimited Golf & Course Design is not only an excellent golf simulation, but is also a brilliantly innovative course-design tool. With on-screen advice from Nicklaus himself, you can create or modify almost any kind of terrain, complete with bunkers, lakes, roughs, and greens. You can even position trees, rocks, and buildings. Easy to use and extremely satisfying. Accolade, for PC, Amiga.

John Madden Football is probably the best football simulation around. You can choose from 17 different NFL teams, each with real-life strengths and weaknesses. Unequaled graphics, bone-crunching sound effects, and a perfect blend of strategy and action make this game a real winner. Electronic Arts, for Genesis.

Jordan vs. Bird lets you step into the basketball shoes of either Michael "Air" Jordan or Larry "Sharpshooter" Bird for a climactic one-on-one match, a slam-dunk contest, or a three-point shootout. Your opponent is controlled by either the computer or a friend. The three-point shootout is a bit tiring, but the one-on-one match is the highlight of the game. Milton Bradley, for NES; Electronic Arts, for PC, 64.

King's Quest V: Absence Makes the Heart Go Yonder is the latest chapter in Roberta Williams's long-running saga. This time, King Graham has returned from a pleasant walk in the woods to find that his castle has completely disappeared. It's your job to solve the mystery. This is the first Sierra game to feature VGA graphics, and although the screens load very slowly, they're simply amazing. Sierra, for PC.

Klax is a fast-action puzzle game that's really a second-generation *Tetris*. As colored blocks clatter down a ramp, you have to catch them with a paddle and arrange them at the bottom of the screen for points. It's simple,

☆ **Double Dragon III: The Sacred Stones** once again stars Billy and Jimmy Lee, two brothers who are expert martial-arts fighters. This time, their beautiful friend Marion has been kidnapped by a brutal gang of ninja thugs. To rescue her, you must fight your way from the alleyways of America to the Egyptian desert. Lots of action, good graphics, and a two-player mode make this sequel another winner. Acclaim, for NES.

Dr. Mario relegates the Italian plumber of *Super Mario Bros.* fame to a bit part—a doctor who tosses colored vitamin capsules into a jar of unruly viruses. Only by aligning the capsules to match colors can you eliminate the viruses and save Dr. Mario's runaway medical experiment. Like *Tetris*, it's inspiration. *Dr. Mario* is fun, fast-paced, and very, very addictive. Nintendo, for NES, Game Boy.

Dragon Warrior II is a gripping role-playing adventure—the second installment in the most popular series of Nintendo games in Japan. As the descendant of Erdrick the Great, it's up to you to free a stricken land from the evil sorcerer Hargon. One of the largest and most complex RPGs available for Nintendo, Enix, for NES.

Dragon's Lair, an arcade classic, now comes to the NES as an action game with kick. As Dirk the Daring, you descend into the domain of Singe the dragon to rescue the beautiful Daphne. State-of-the-art graphics and animation make a challenging game that's recommended for experienced players. CSG Imagesoft, for NES, Game Boy.

DuckTales delightfully captures the spirit of Walt Disney cartoons. You guide Scrooge McDuck (with cameo appearances by other Disney characters) throughout the world on a quest for five legendary lost treasures. The amusing graphics are vintage Disney, there's no gruesome violence, and the skill level is challenging

challenging, and engrossing. And like *Tetris*, all versions are equally good. Tengen, for NES, NEC, Genesis, Lynx, PC, Amiga, ST, 64.

Lakers versus Celtics is a basketball game for fans of real basketball. Many of the game's statistics reflect those of the real world, and the more you know about the actual teams, the better you'll be at choosing the right offense and defense. This is one game that successfully captures many of the thrills of real NBA basketball. Electronic Arts, for Genesis.

Links clearly attempts to be the golf simulation to end all golf simulations. The graphics are absolutely stunning — although they do take quite awhile to load. The simulation itself rewards real golfers without being too difficult for non-golfers to play. Access, for AT.

Little Nemo: The Dream Master is a gentle game starting a turn-of-the-century comic-strip character. As Little Nemo, a sleeping kid in a nightshirt, you journey through an odd fantasy world, dealing with enemies by tossing candy at them or turning yourself into various animals. Recommended for intermediate players; experienced gamers will probably consider most of the game a warm-up. Capcom, for NES.

Lord of the Rings is a fantasy role-playing adventure that successfully captures the spirit of Tolkien's novels. It has all of the familiar places and characters of the books, and keeps things interesting by adding new quests. The player interface is a snap, helping to make *Lord of the Rings* the most successful Tolkien adaptation so far. Interplay, for PC.

Low G Man takes place in the year 2284, when militant aliens have seized and reprogrammed a huge factory to make robots that kill humans. To recapture the plant, you lead a team of elite Low-Gravity Men who must leap, jump, and shoot their way to victory. Good graphics, smooth play, and a tough but fair challenge. You may prefer a joystick over the standard control pad, however. Taxan, for NES.

M.U.S.H.A. is an arcade shooter that may not achieve anything new, but it does everything right. The backgrounds have style and depth, and the action is engagingly busy. It's difficult to imagine the next step up — with action this addictive and graphics this



flawless, you may well wonder what more can be done on the home videogame screen. Selsmic, for Genesis.

Magician follows the adventures of an eager apprentice wizard who embarks on a quest to fight villains and hone his magic powers. Unfortunately, he's being chased by the evil wizard Abaddon. Although *Magician* is a nice introduction to role-playing games, the pace is uneven, and it needs more hocus-pocus for experienced players. Taxan, for NES.

Mega Man 3 follows the same winning formula as the first two installments. The android Mega Man travels from world to world, defeating enemy robots and capturing their weapons for his own use. This time, though, the evil Dr. Wily has turned good (or has he?). Its great story, outstanding graphics, and exciting game play make it the best Mega Man game ever. Capcom, for NES.

Mercenary Force is an arcade shooter set in 19th-century Japan. You must pick your four-man team from different types of mercenaries and select their formations as you battle across 72 different screens with more than 50 kinds of enemies. This game is one of the most complex and elaborate shooters available for the Game Boy. Meldac, for Game Boy.

★ **MetalStorm** is a side-scrolling shooter with a twist. By pushing a button, you can reverse the pull of gravity and allow your warrior to "fall" upward and walk on the ceiling. This comes in handy when moving through the game's well-designed layouts of platforms and barriers. Dynamic boss enemies, outstanding graphics, and attention to detail put this game head-and-shoulders above the average shooter. Irem America, for NES.

Michael Jackson Moonwalker

features one of the greatest pop stars in history on a mission to rescue the children of world leaders from the fiendish Mr. Big. You'll delight at the way Jackson's videogame character glides, dances, and moonwalks his way through this expansive action-adventure. The animation is so realistic it's like interactive MTV. Sega, for Genesis; soon for Sega.

★ **Moonbase: Lunar Colony Simulator** puts you in charge of developing a lunar settlement. You have to juggle your human and natural resources, produce liquid oxygen, build power-generating capacity, and maintain thermal control. It's not easy, and because the game is almost too realistic, it's frequently frustrating. But extremely detailed graphics and information windows make it a fascinating exercise. Wesson International, for PC.

Muppet Adventure No. 1: Chaos at the Carnival is the first in a projected series of Muppet games. Miss Piggy has been kidnapped, and it's up to Kermit and a band of Muppet adventurers to rescue her. While the level of challenge is suitable for players of all skill levels, the game is marred by surprisingly flat and unimaginative graphics. Hi Tech Expressions, for NES.

NBA All-Star Challenge lets you choose from four different variations: a one-on-one match between two NBA players; an accuracy shootout; a friendly game of H-O-R-S-E; or a free-throw contest. *NBA All-Star* does a fine job of squeezing these tall guys onto the Game Boy's tiny LCD screen, although the court is a bit small. Authentic and fun. LJN, for Game Boy.

Nightmare on Elm Street is a wild adaptation of the hit horror films starring the frightening Freddy Krueger. Now you are the only one who can stop Freddy, and your only hope is to gather and incinerate his bones. But your mission is blocked by hordes of ghouls, ghosts, and monsters. With its attractive special effects, this game is almost as much fun to look at as it is to play. LJN Toys, for NES.

★ **Ninja Crusaders** takes the ninja game and adds an interesting transformation feature plus two-person play. By picking up various weapons, you can transform into a tiger, scorpion, hawk, or dragon. Choosing the right animal is crucial to getting through

certain stages. Though it doesn't go beyond other ninja games and has rather choppy animation, the transformation feature is a nice twist. American Sammy, for NES.

Ninja Spirit is a large martial arts adventure that is NEC's answer to *Ninja Gaiden* (NES) and *Revenge of Shinobi* (Genesis). Your goal is to find and destroy the half-man, half-wolf creature that murdered your father many years ago. The action moves horizontally as you fight enemy ninjas and creatures while picking up weapons and power-ups. All of the screens are extremely detailed, with dark, brooding backgrounds. One of the best martial-arts games available for any system. NEC, for NEC.

★ **Orb-3D** is an odd game that combines action, puzzle-solving, and 3-D glasses. To navigate your spaceship through 30 different puzzle screens, you have to bounce off all the visible targets without running out of fuel. The 3-D effects are not very dramatic and the glasses may cause eyestrain, but luckily you can play without them. The puzzles offer variety, but the maneuvers are repetitive. Hi Tech Expressions, for NES.

PGA Tour Golf seems to be designed for those who watch golf on TV. It automatically shows you the reverse angle, so you can watch the ball soar through the air, land, and come to rest. The graphics are astounding, and it's also a very forgiving simulation — the tradeoff between speed and accuracy seems exactly right. Electronic Arts, for PC.

Phantasy Star II is a role-playing adventure that delivers all the fun and challenge of the original *Phantasy Star* for the Sega Master System, plus the added depth and complexity that 16-bit technology can offer. Gorgeous graphics, a compelling story, and a very welcome save-game feature nominate *Phantasy Star II* as one of the best titles available for the Genesis. Sega, for Genesis.

Pipe Dream is an appealing strategy game that offers an interesting combination of logical challenges and fast, nonviolent action. The object is to build the longest possible network of pipes before a liquid called *flooz* reaches the end of the pipeline. Big scores require long, complex networks. Lucasfilm, for PC, 64, Mac, Amiga, ST, NES, Game Boy.

Powermonger borrows many of

the concepts in *Populous* but takes them a step further. One by one, you must conquer 195 different lands to rule the world, contending with rival warlords, bad weather, and starvation along the way. Excellent graphics and sound effects combine with challenging strategy to make this game a real winner. Electronic Arts/Bullfrog, for Amiga, PC.

Princess Tomato in the Salad Kingdom is one strange game. Princess Tomato has been captured by the evil Minister Pumpkin, and it's up to the brave knight Sir Cucumber to save her. This is an easy game, but one with a uniquely vegetarian setting and a gentle sense of adventure. It's perfect for younger players, or for experienced gamers looking for something different. Hudson Soft, for NES.

☆ **The Punisher** is based on a Marvel Comics character whose family was gunned down by mobsters. Now on a lone rampage against crime, The Punisher must fight his way through New York City and ultimately defeat Kingpin, the gangster boss. This full-till shooter offers nothing new, but is a good-quality game with no major flaws. LJN, for NES; Paragon, for PC.

Qix is an excellent revival of a classic arcade hit from 1981. A very simple game with very simple graphics, it translates well to the Game Boy's small screen. Your goal is merely to fill in sections of the screen by drawing lines with the cursor — while avoiding some persistent enemies. It's fun, but some of today's gamers may find this golden oldie a little too simple. Nintendo, for Game Boy; Taito, for PC, Amiga, 64, ST, II, IGS, and soon for NES.

Rad Gravity follows the adventures of the most promising space cadet from the planet Quark as he races across the universe. Rad must find the lost Compuminds to restore the intergalactic Union. This action-strategy game combines nice graphics and humor, but is rather difficult. Recommended for advanced players. Activision/Medagenic, for NES.

Railroad Tycoon is a truly exceptional game that combines rich historical accuracy with the fun of *Monopoly*. Starting in the early 19th century, you begin building your railroad empire from scratch. The simulation encompasses everything from rate wars and corporate takeovers to train-

dispatching and urban development, yet is amazingly easy to play. A real standout. MicroProse, for PC.

Rescue of Princess Blomette is the sequel to the popular *A Boy and His Blob* for the NES. Princess Blomette has been taken prisoner by the Antagonistic Alchemist, and it's up to a young Earth boy and his friend Blob to save her. While not a huge challenge for experienced players, the game retains most of the charm and nearly all the playability of its NES predecessor. Absolute Entertainment, for Game Boy.

Rise of the Dragon puts you in the role of William "Blade" Hunter, a private detective in 21st-century L.A. While investigating the drug-related death of the mayor's daughter, you stumble across a plot that's bigger and infinitely more evil than anything you can imagine. A stunning game that should engross even the most jaded gamer. Dynamix/Sierra, for PC.

RollerGames takes place in the next century, when the world of sports is dominated by the RollerGames — dangerous roller derbies fought outside the arena. The graphics don't hold any surprises, but it's easy to get started with and quite enjoyable to play. Whether you're interested in skating or fighting, you'll get plenty of both. Ultra, for NES.

☆ **The Savage Empire** is a role-playing adventure inspired by the lost-world tales of the 1930s. You awaken, suffering from amnesia, in a strange land of dinosaurs, Stone Age tribes, Aztec-like civilizations, and lizard men. Several quests eventually lead to a grand finale with man-eating ants. Spectacular graphics and incredible detail prove once again that Origin is a master at world-making. Origin, for PC.

Secret of Monkey Island is Lucasfilm's latest interactive adventure, and it's every bit as good as *Indiana Jones and the Last Crusade*. You play the role of young Guy Threepwood, an aspiring buccanier who falls in with a strange crowd in the Caribbean. Soon you're off in search of a ghost pirate and his mysterious ship on Monkey Island, with many adventures along the way. Witty and fun. Lucasfilm, for PC, Amiga, ST.

Shingen the Ruler is probably the best strategy game yet seen for Nintendo. You play a 16th-cen-



tury warlord who's trying to unite Japan's 21 separate provinces. The military, political, and economic aspects have the depth and richness of a good computer game, but with the simplicity of play for which Nintendo games are famous. It's not for everyone, but it's a game many Nintendo fans have been waiting for. Hot-B, for NES.

Silent Service II is an outstanding sequel to the popular WWII submarine simulator. Multiple skill and realism levels are complemented by enjoyable ease of play. The graphics define a new state of the art. Overall, *Silent Service II* is not only a worthy sequel, but a classic in its own right. MicroProse, for PC.

☆ **The Simpsons** stars America's rowdiest brat in his very own Nintendo game. Space aliens are invading Springfield, but only Bart Simpson — with his X-ray glasses — can see them. Unable to convince skeptical adults, Bart begins a one-boy battle against the creepy mutants. Cartoonlike graphics and lots of action make Bart's first videogame a success. Acclaim, for NES.

Skate or Die: Bad 'n Rad for the Game Boy buds from the NES version of *Skate or Die*, which emphasized skateboard stunts. Instead, *Bad 'n Rad* is an action-adventure that pits you against bad guys and lethal hazards during your quest to rescue a damsel in distress. Although some of the flavor of California skateboarding has been lost, it's still a dynamite action game. Konami, for Game Boy.

Skate or Die 2 begins after you accidentally run over the mayor's wife's poodle with your skateboard. In retaliation, the city demolishes your skateboard ramp, and now you have to earn enough money to build another. Your quest takes you to shopping malls, city streets, and beaches. A much-improved and worthy successor to a million-copy

bestseller. Electronic Arts, for NES.

Skull and Crossbones is about two pirates who sail in search of treasure while guarding a beautiful princess. When the princess is kidnapped, they set out to rescue her. Although the plot is unoriginal, this action game has a bright and cartoonish look coupled with a fresh, appealing style. But it can be a frustratingly difficult game, especially when played alone. With two players, it's more balanced. Tengen, for NES.

Slime World raises slime to an art form. On a putrid planet awash in scum and sludge, you can choose from six different missions. Most require you to escape from mazelike caverns dripping with goo and haunted by slimy creatures. Some missions demand arcade skills; others emphasize exploration. Up to eight Lynxes can be hooked together for multiplayer games. Delightfully disgusting. Atari, for Lynx.

Snake Rattle N Roll looks like a game for the younger set — cute little snakes slithering around in search of food. But don't be fooled. This is a surprisingly inventive and engaging game that requires you to perform risky maneuvers and collect various items while racing against a clock. Strong visuals enhance the challenge. Nintendo, for NES.

Snake's Revenge is the worthy sequel to *Metal Gear*. Once again you play the role of Snake, an elite commando. Your mission: Stop Colonel CatFatty, who together with the Higarolla Kockamamie is threatening the world with the Ultra-Sheik Nuclear Attack Tank. Really a cross between a role-player and a shooter, this is a big game with countless items and clues to discover and zillions of enemies to fight. Ultra, for NES.

Solar Jetman is a nice-looking arcade shooter with a twist. The 12 pieces of the Golden Warship are scattered on 12 different worlds, and only Solar Jetman can recover them. The catch is that each world has its own different kind of gravity, which makes handling your ship a real challenge. Tradewest, for NES.

Strider, adapted from an arcade game, is the story of a young warrior who is assigned the awesome task of thwarting an alien invasion of Earth. The Sega version of this game, at eight megabits, is the largest Genesis car-

tridge yet released. Lots of action and excellent graphics make it a winner. Sega, for Genesis; Capcom, for NES.

Super C is the sequel to *Contra*, one of the most popular Nintendo shooting games of all time. Once again, Sergeant Bill K and his comrade, Corporal Lance (alias Scorpion and Mad Dog) face a showdown with their old enemy, Red Falcon. Defeating him is easier if you tackle this one- or two-player game with a friend. The graphics and action are top-notch. Konami, for NES.

Super Mario Bros. 3 is the latest and most eagerly awaited chapter in the adventures of Mario and Luigi. Once again you must rescue Princess Toadstool from the clutches of the evil Bowser and free the Mushroom Kingdom from domination. Elaborate worlds, pipes, warp zones, and power-ups justify the unprecedented popularity of this massive game among Nintendo fans. Nintendo, for NES.

Super Star Soldier is a fast-moving shooter that puts more objects on-screen at once than any other game we've seen. Bearing a strong resemblance to *Blazing Lazers*, it's the end-of-ol'-shoot everything that moves-type games, because everything moves. With arcade-quality 16-bit graphics, this game really delivers. NEC, for NEC.

☆ **Sword Master** is a sword-and-sorcery game that's heavy on the swordplay. As a lone warrior, you must battle against the evil forces of Vishok the serpent god. Your enemies include bats, dragons, and wicked wizards. When your sword isn't enough, you can transform into a sorcerer and cast spells. Although the game contains no surprises, it has sharp, smooth-scrolling graphics and lots of action. Activision, for NES.

The Sword of Hope is the largest and most complex role-playing game available for the Game Boy. As Prince Theo of Riccar, you must find the fabled Sword of Hope to free the kingdom from an evil dragon. This game delivers a role-playing experience as satisfying and expansive as most role-players for the NES, and is certain to broaden the Game Boy's horizons. Kemco-Seika, for Game Boy.

☆ **Sword of Sodan** is a side-scrolling action game with large-sized characters and very colorful

scenery. As a sword-wielding warrior (male or female), you must avenge your father's death to save your land from an evil sorcerer. You can swallow various magic potions to boost your power. It's a beautiful and challenging game, but the graphics are unusually gory. Electronic Arts, for Genesis, Amiga.

Sword of Vermillion is a fantasy role-playing game in the tradition of *Phantasy Star* and *Phantasy Star 2*. When the evil Tsarkon invaded peaceful Excalabria, the king entrusted his infant son to a servant and sent them away. You play a young man who has no idea of his true identity, but your life is about to change. This adventure has the colorful graphics and involved storyline we've come to expect from Sega's RPGs. Sega, for Genesis.

Takin' It to the Hoop is a full-court, five-on-five basketball simulation that strikes an intelligent balance between action and strategy. You can't win without skillful manipulation of the control pad, but it also matters how you rotate your players from the bench to the court. Despite so-so graphics and drab sound effects, it's realistic and very entertaining. NEC, for NEC.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan brings the famous foursome of Leonardo, Donatello, Michelangelo, and Raphael to the Game Boy. Once again, the nefarious Shredder has kidnapped the beautiful April O'Neil, and the Turtles are rushing to her rescue. Incredibly, the graphics are even better than in the original NES version, and the stereo soundtrack is superb. Ultra, for Game Boy.

Teenage Mutant Ninja Turtles — The Arcade Game is a bodacious sequel that's patterned after the arcade version rather than the original Nintendo version. All your favorite characters are here: the four Turtles, April, Splinter, and Shredder. This time the Turtles must rescue April and Splinter from the grip of brainwashed ninjas working for Shredder and a new villain, Krang. As action-packed and as much fun as ever. Ultra, for NES.

Test Drive III: The Passion puts you behind the wheels of three supercars — the Lamborghini Diablo, the Pininfarina Mythos, and the Chevrolet CERV III. Sit back and enjoy the northern California scenery as you com-

pete in a road rally. New features include inclement weather, working wipers and headlights, and even off-road driving. But watch out for the cops! A must for auto nuts. Accolade, for PC.

☆ **Time Lord** pits you against space aliens who are meddling in Earth's past. By time-traveling to England in 1250, the Caribbean around 1650, the Wild West of 1860, and France in 1943, you must thwart their plans to change history and conquer the world. The ending may seem a bit anticlimactic, but *Time Lord* has good graphics, an intriguing plot, and smooth game play. Milton Bradley, for NES.

☆ **Trampoline Terror!** is an action-puzzle game that takes place on a grid of tiled sidewalks that's floating high above a threatened planet. To save the world and its kidnapped queen, you must destroy the grid by setting explosive switches. That means jumping from square to square while avoiding enemy guards and treacherous gaps. It's a good game that will challenge players of all ages. DreamWorks, for Genesis.

Ultimate Basketball is the first NES basketball game to put a full ten players on the court. All ten have their own statistics, and you have to keep them in mind when selecting plays. Although it's not really the *ultimate* basketball videogame, it is a very realistic one. American Sammy, for NES.

Unreal is the latest challenger for the title of top action game for the Amiga. In terms of graphics, sound, and difficulty, it's certainly an impressive contender. The 2-D side-scrolling scenes are incredibly detailed and beautiful. The 3-D first-person scenes — in which you fly on the back of a dragon — are somewhat less detailed, but amazingly fast. Overall, a striking display of 16-bit power. UBI Soft, for Amiga.

Valis II is a six-level fantasy-adventure with lots of swords, monsters, obstacles, and magical weapons, plus one more interesting aspect — the warrior is female. The graphics are good, and the CD-quality sound and music help make this game extremely addictive. If you like scrolling, fight-the-monsters games, you're sure to like this one. NEC, for NEC (CD).

Wing Commander lets you pilot four different types of spacecraft



and pits you against the might of the Kiltrathi empire. The course of the entire war rests with you. Simply the best space-combat simulation ever made for PCs. *Wing Commander* combines the tense excitement of an arcade shooter with a role-playing story of surprising depth and swash-buckling melodrama. Origin, for PC.

Wizards & Warriors X: Fortress of Fear isn't really the tenth installment of the famous *Wizards & Warriors* series for NES; it's actually the first installment for the Game Boy. As the brave knight Kuros, you must penetrate the dreaded castle of the evil wizard Madkil to rescue a princess. Exceptional graphics and sound made this game a remarkable adaptation of the NES series. Accclaim, for Game Boy.

Wrestlemania Challenge features ten different WWF wrestlers and lets you choose as many as three at a time for tag-team matches. Each wrestler has his own set of eight moves, a greater variety than most other wrestling games. But the wrestlers themselves are small, and the simple graphics aren't terribly exciting — overall, it could use more Hulkamania. LJN, for NES.

Ys: Book I and II is the first role-playing adventure to really take advantage of the TurboGrafx-CD player. It's actually two complete games in which you must defeat Dark Fate and collect the six books of Ys before continuing to Solomon's Shrine and taking on the evil Darm. The smooth player interface is enhanced by excellent graphics and CD-supplied sound and music. NEC, for NEC.

GP

A N D P R E V I E W S

SILENCE IS GOLDEN

Is your family tired of hearing the *Super Mario Bros.* theme music for the zillionth time? Now there's a solution. Lightwave Technologies (Prairie View, IL) has released the GameSounds Personal Remote Sound System, a wireless receiver-transmitter that connects to your Nintendo Entertainment System. Simply turn down the TV volume, plug the transmitter into the audio jack on the NES, clip the receiver to your shirt, and slip on the headphones. Now you'll be able to hear Mario squash the Goombas, but no one else will.

The GameSounds transmitter works at a range of up to 30 feet. For multi-player games, you can buy additional headphones and receivers. No additional transmitter is necessary.

When you're finished playing videogames, the headphones and

receiver convert into a Walkman-like FM radio.

The GameSounds System Package comes with headphones, a transmitter, a receiver, and a patch cord. The suggested retail price is \$34.99. The transmitter uses one AA battery, and the receiver needs two AAA batteries. Additional headphones and receiver sets cost \$24.99.



Keep the peace in your home with the GameSounds Personal Remote Sound System.

FIRST LASERSCOPE GAME

In *Laser Invasion*, Konami's first LaserScope game for Nintendo, Sheik Toxic Moron decides to take over the world with his TechnoScorch Missile. This advanced weapon can travel 37,000 miles in 13.8 minutes, burning everything where it lands.

World leaders are trying to find someone skilled and brave enough to eliminate this threat. It must be someone who's an expert at both

air and ground warfare. On top of that, the person must be able to ferret out information, survive in a hostile environment, and eventually infiltrate the Sand Storm Center to destroy the TechnoScorch Missile. Who is this miracle warrior? Look in a mirror.

As the lucky volunteer, you'll travel through four different stages of action. You must attack in your Laser Helijet, try to land in the hazardous desert, engage enemies on the ground, and maneuver your way through the 3-D Confusion Maze. Grab extra bullets and other objects when you can, because you're going to need them. The enemy is armed with 11 different

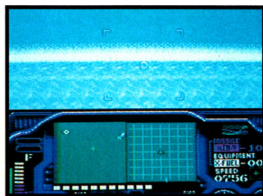
ROLAN'S CURSE FOR GAME BOY

American Sammy's first release for the Game Boy is the role-playing adventure *Rolan's Curse*. The sinister Emperor Barius, who was imprisoned by the king of Rolan centuries ago, has been unwittingly freed from his fortress prison. Hungry for revenge, he turns his unlucky liberators into monsters and curses the peaceful land of Rolan.

You are the fearless warrior who must journey through the mazes of Rolan, killing monsters while trying to save the kingdom. Along the way, you can find such items as chain mail, gauntlets, Merlin's Cloak, the Wand of Uzi, a magic ax, a power crystal, the Shield of Valor, the Chameleon's Ring, and other magical objects.

high-tech weapons.

Although *Laser Invasion* was designed especially for Konami's LaserScope, it also works with standard light guns and controllers. The game includes a \$10 discount coupon toward the purchase of a LaserScope.



Use your radar to detect enemy planes in *Laser Invasion*.

GAME NEWS

A N D P R E V I E W S

GOLF COURSE DISKS FOR COMPUTERS

Armchair golfers will be happy to hear that Accolade has released *Jack Nicklaus Presents the Great Courses of the U.S. Open*, the newest add-on disk for use with *Jack Nicklaus' Unlimited Golf and Course Design* and *Jack Nicklaus' 18 Holes of Major Championship Golf*.

You can play the famed Pebble Beach Golf Links on the cliffs of Carmel Bay, California, trying to hit par on the notorious 18th hole. You can visit Oakmont Country Club in Pennsylvania, home of more than 200 bunkers, including the treacherous "Church Pew"



Play at the site of 11 U.S. golf championships in *Jack Nicklaus Presents the Great Courses of the U.S. Open* (Commodore version).

traps. Finally, you can hack away on the lower course at the Baltusrol

Golf Club in Springfield, New Jersey. You'll face the "Famous 4th," a hole that requires an absolute carry over water onto a two-teraced green.

Other add-on disks are *Jack Nicklaus Presents the Major Championship Courses of 1989*, *Jack Nicklaus Presents the Major Championship Courses of 1990*, and *Jack Nicklaus Presents the International Course*. All disks are available for IBM, Tandy, and compatible computers, as well as the Amiga, Commodore 64, Macintosh, and Apple IIGS.

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A N D P R E V I E W S

VIETNAM WAR GAME FOR COMPUTERS

It's June 7, 1966, and a chopper has crashed in the central highlands of Vietnam while carrying a platoon from Saigon. There are only seven survivors, and they face an arduous journey back to the army base at Do Hoc. Food and ammo are low, and the area is infested with booby traps, Viet Cong guerrillas, and North Vietnamese Army regulars. U.S. Army Intelligence does not believe they will make it.

In Ocean's *The Lost Patrol*, you are Sergeant Weaver, an experi-

enced soldier who's determined to get his six men back to civilization. You must keep alert to match wits with the enemy as you try to survive hostile terrain, minefields, snipers, skirmishes, grenades, and hand-to-hand combat. To make your job a little easier, try to keep morale high and use each soldier's special skills.

The Lost Patrol is available for IBM, Tandy, and compatible computers, as well as the Amiga and Atari ST.

CHAMPIONS RPG FOR COMPUTERS

HeroSoftware is working on a line of computer games based on the role-playing board game *Champions*. The PC and Amiga versions are scheduled for release this fall.

As in the board games, you'll be able to create your own superhero characters, complete with their own skills, powers, and costumes. The computer games will contain multiple storylines, interaction between characters, and will take place in different times and locales.

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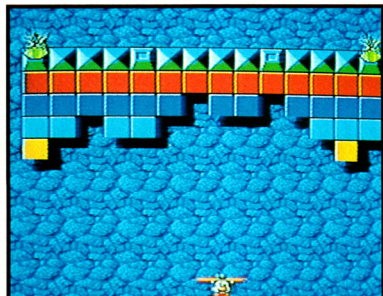
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GAME NEWS

A N D P R E V I E W S

THUNDER & LIGHTNING FOR NINTENDO



Try to demolish the 30 Walls of Regret in Romstar's *Thunder & Lightning*.

The ravenous Mr. Chin is up to his old tricks in *Thunder & Lightning* from Romstar. It seems that Mr. Chin's quests for gourmet delights have angered the Thunderwarrior. As punishment for his gluttonous

ways, Mr. Chin is imprisoned within the 30 Walls of Regret.

Armed only with a stick and a rebounding Demoe ball, you become Mr. Chin, trying to smash down walls to gain your freedom. While making your escape, you can find such useful items as gloves, missiles, flying saucers, submarines, airplanes, and extra lives.

You'll need them to stave off the hungry sea anemones, birds, octopuses, and turtles that live in the 30 Walls.

And watch out for the Thunderwarrior — his lightning bolts will not only destroy walls, but also you.

KONAMI'S NASCAR RACING CONTEST

If you're a pro at either the Nintendo or Game Boy version of *Bill Elliott's NASCAR Racing*, send a screen photo of your score to Konami. The highest scorer on each version will win an all-expenses-paid trip to the 1992 Daytona 500 in Florida, as well as the chance to meet Bill Elliott and his pit crew.

Prizes for runners-up include Bill Elliott/Konami jackets, radio-controlled cars, patches, and *Bill Elliott's NASCAR Racing* hand-held game machines. To enter, fill out the official entry form included in the game package and mail it by July 22, 1991 to: Bill Elliott's NASCAR Challenge, Konami, P.O. Box 23285, Milwaukee, WI 53224.

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A N D P R E V I E W S

CRYSTAL PALACE FOR NINTENDO

Many years ago the thriving, peaceful kingdom of the Crystal Palace was ruled by the benevolent King Bretor, Queen Zyla, and Prince Farron. People came from far and wide to live in the prosperous realm, including the fiendish war spirit Zaras. But Zaras wanted to rule the kingdom *his* way. So his army took over the Crystal Palace and banished the king, the queen, and all of the townspeople to a void. Prince Farron was transformed into an infant, and his protector, Zapolis, was changed into a dog.

In Asmik's *Conquest of the Crystal Palace* for Nintendo, you are the teenaged Prince Farron. Your job is to restore peace and unity to the Crystal Palace with the help of your dog, Zap. During your quest for justice, you'll travel through Mount Crystal, the Realm of the Guardian, the Lair of the Hungry

Ghosts, the Gateway of Flame, and the Realm of Zaras.

Along the way, you can visit Kim's general store to buy such important items as magical herbs, dog whistles, jumping shoes, and Zap Chow. If you hang around the store long enough, you'll hear vital clues on the QNN News Bulletin. And remember to take good care of your dog — he knows more tricks than Lassie.

GP



Use the steppingstones to avoid monsters in *Conquest of the Crystal Palace* from Asmik.

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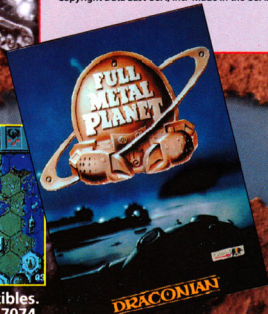
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